computer and video GAMES

NEW LOOK



YOU'LL WIN

SUMMER SPECIAL

UK'S TOP ARCADES

Your official guide – don't leave home without it



MASTERCLASS

Episode I Racer. Speed your way to victory

V-RALLY 2

YOU MADE THE TRACK

BUY GAMES PAY LESS

Top titles to play at bargain prices

LOOK! UNDER HERE

WELCOME TO

ISSUE 213 August '99

computer and video Games

www.computerandvideogames.com

REVIEWS

THE ONLY TESTS TO TRUST

20 PHANTOM MENACE

29 SYPHON FILTER

40 SILENT HILL

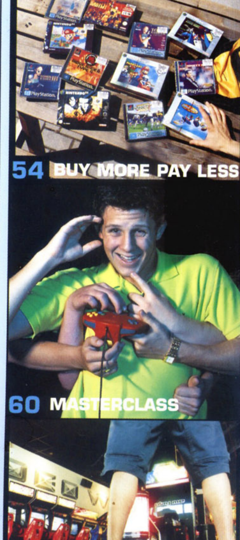
44 APE ESCAPE

MAXIM

WHAT TO PLAY, HOW TO WIN

48 NEXT 4 WEEKS

54 BUY MORE PAY LESS

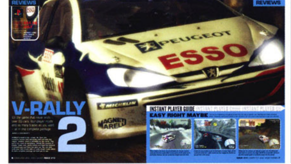


60 MASTERCLASS

72 ARCADE HEAVEN

EVERY MONTH









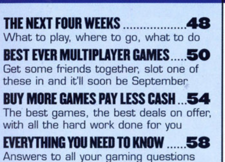
ISSUE 213
The world's Original games mag



UM FUN

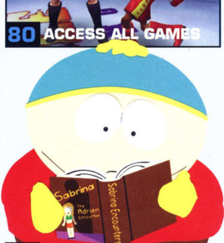
SOMETHING FOR NOTHING

FREE POSTERS



SCOOP!

THE HOTTEST NEW GAMES, THE LATEST NEWS, THE BEST PRODUCTS

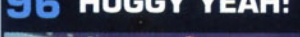


80 ACCESS ALL GAMES



94 KICK ASS!





96 HUGGY YEAH!

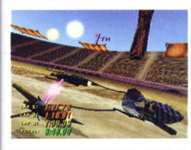


97 FIFA

THE BEST BARGAINS RIGHT HERE, RIGHT NOW
Hate that sinking feeling when you see a game you've just bought cheaper somewhere else? It won't happen again; we've found the country's best games at the lowest prices.



UK'S TOP ARCADES
Your official guide – don't leave home without it



MASTERCLASS
Episode I Racer. Speed your way to victory

BUY GAMES PAY LESS
Top titles to play at bargain prices

LOOK! UNDER HERE

SUBSCRIBE and get the newest games information before anyone else 65



Nintendo 64's brains.
id's guts. Your soul.
Simply put, this is as raw as it gets.

Meat your maker on an entirely new platform. Quake II™ for the Nintendo 64 features more new levels and totally redesigned existing levels that have it all fleshed out. All the responsiveness of the PC woven in with the special effects and shading of the Nintendo 64. Plus a gritty Two-and Four-Player Deathmatch, fully customisable controls and save game options. Only Id Software could mastermind a version so intense - and only the most hardcore of players would dare undermine it. And you thought you were done.

NINTENDO 64® SCREENSHOTS SHOWN

DISTRIBUTED BY

ACTIVISION.



PUBLISHED BY



Some things change, some stay the same

computer and video games

The **Original** games magazine





1 Nov 1981

133 Dec 1992



207 February 1999



213 August 1999

DO YOU KNOW...

17 years ago, we were the world's first games magazine? Do you know that now, we're the UK's best-seller for magazines that cover every kind of game?

That's not us hitting you with hype or blasting you with hot air. You don't survive unless you're offering a superb magazine, and you don't stay Number One if you're not a whole lot better than the other magazines on the shelves. Those are two judgements that readers like you make, every month...

YOU'RE holding a new-look copy of Computer and Video Games. We hope you like it.

We think it's easier to use, looks better, works better and is even more cracking value than it's ever been. Of course, it's up to you to judge if we're right.

Here are a couple of things we promise about everything we've done to make Computer and Video Games even better.

- We stick to the same high standards in testing and reviewing games we've been famous for, so you'll always know what we think or recommend before you make up your own mind about the games you play or buy.
- We want you to have fun and enjoy this magazine.
- **And we get exactly the same buzz out of great games we've always had...**



Join us online at www.computerandvideogames.com



PlayStation

COST: £44.99
OUT: JULY
MULTIPLAYER: 1-4
COMPATIBLE: MEMORY CARD, DUAL SHOCK, STEERING WHEELS

V-RALLY 2

It's the game that never ends – over 20 cars, four-player mode and as many tracks as you want – all in one complete package

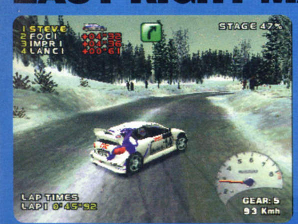
WORDS & SCREENSHOTS: STEVE KEY

V-RALLY **proved to be a major hit. Even the cut-price version sold extremely well and with the sequel, another smah is definitely on the cards. This game has more of everything: double the amount of tracks, more cars, game modes and even the amount of players you can have has gone up. You can also build your own tracks with a really simple track editor. A more complete package we have yet to see.**

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

EASY RIGHT MAYBE

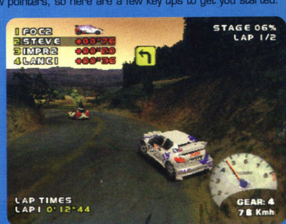
The key to mastering this game is learning the way a specific car handles and then practice solidly. However, everybody needs a few pointers, so here are a few key tips to get you started.



When racing in the snow, try and anticipate the sharper corners early and start your powerslide so once you've hit the bend, you're practically sideways and can accelerate straight down the track



Instead of using brakes as you hit the bends, take your finger off the accelerate button for a split second and then reapply the throttle as you get into to the corner



Sliding into the scenery can help you in your race. By sliding into high banks on corners, the nudge will kill the powerslide and leave you with enough speed to accelerate away from the corner

TIME IS OF THE ESSENCE

There are four different racing modes you can play in *V-Rally 2*. Primarily you still need to come first, but that isn't always 100% necessary. Take a look at these to see exactly what we mean.



TIME TRIAL This is your chance to practice one particular circuit you may be having trouble on. Only the tracks you've uncovered can be raced on but you can have two or more players competing at once and a ghost car in the single player mode, if you wish



V-RALLY TROPHY The key to winning the Trophy is not where you finish but the amount of time it takes you, as your positions are calculated on time. The time is added after every race and after 12 courses you'll see the final standings. The most tense, this is our favourite



ARCADE You compete against three other computer controlled opponents and basically have to do your best to finish as high as you can. Points are awarded depending on how high you finish, and winning the group at the end opens a new class of driving



CHAMPIONSHIP This time it's only you on the track as you compete against imaginary drivers. Each country has two tracks and you can inflict damage to the cars. You must repair them at the end of the first stage. Points are awarded upon completing a country and being put into a league

SECRET STUFF

The big incentive to play *V-Rally 2* until your eyes bleed lies within the vast amount of the game that is not selectable from the start. Only by winning various game modes can you unlock the tracks and the secret cars needed to get the full *V-Rally* experience.



The first secret car you get is the Ford Escort V-Rally. To be honest, it's a pretty pants car but the sleek black design mean that it looks nice. There are a total of ten cars to unlock as well as all of the new circuits



The three major game modes only have the easiest set of courses available to you at the start. When a level is won, a new set of stages opens up, but with increased difficulty and there's more of them. The final *V-Rally* trophy has 15 stages



As well as the serious cars, you also get a few comedy looking ones too. The classic car buffers out there can race a Renault 8 Gordini and a Fiat 131 Abarth. Although they are not a patch on the real rally cars, they are good for a bit of a laugh

INSTANT PLAYER GUIDE

INSTANT PLAYER GUIDE INSTANT PLAYER GUI

BUMP DEM CARS

As well as mastering the cornering using your accelerate and brake buttons, there is a more sneaky way of taking hairpin bends at over 150mph. Intrigued? Read on to find out more.



You can use the other cars as bumpers to send them crashing into bends and giving you the boost you need. You can plough straight into them and not damage you car unless you're playing the *V-Rally* trophy, but even then you can repair it



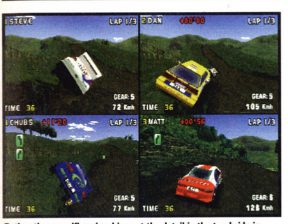
If you're side by side with the computer controlled cars, keep applying the pressure and try to force them into the side of the track. They'll never push back, so you can cut them up forcing them to brake, or flip them over so they lose valuable seconds



If you approach any bend with one or more cars by your side, make sure that you're on the inside line. Then, if you do accidentally oversteer, the cars on the outside will cushion your car and send it back on track

QUADDAMAGE

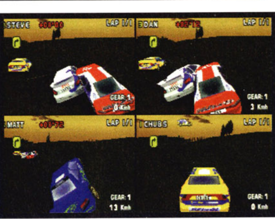
The best new addition to the game is the four-player mode. Usually this kind of luxury could only be afforded by those who have link-up cables and two PlayStations, but thanks to the programmers, all you need is a multitap, four pads and enough mates to play with.



Rather than sacrifice visual impact the detail in the trackside is reduced, as is the number of polygons in the cars, so that it still runs just as quickly as before



If you have a big screen to play this on, then you'll find it much easier to use as you have a big quarter of the screen. Those with smaller TVs may have to resort to the farthest camera view



Any of the tracks in the game can be raced in the multiplayer mode. If you only play with two human players the computer will make up the other two drivers for you

WHAT WE THOUGHT

FIRST IMPRESSIONS
It's hard not to be impressed by *V-Rally 2*. Everything that was wrong with the original has been improved upon and the result is a brilliantly entertaining package. The sheer number of tracks and cars to unlock means you'll be playing for weeks to come.

TUCK AND ROLL
The handling and ease in which the cars roll were two of the biggest complaints from the original. They are improved, but there is the odd section where you'll shout at the screen as you lose it on the last bend.

NOT ALL IT SEEMS
The track editor is a brilliant option and is so easy to use, it's just a shame you can't race it in any other modes other than time trial. Four-player mode is very good too and compliments the single player game superbly.

THE VERDICT IS...
It's a very slick, well presented and a downright superb game to play. Trying to compare it to *Colin McRae Rally* would be silly, as this is more of an arcade style rally game. With regard to enjoyment, this game won't be beaten.

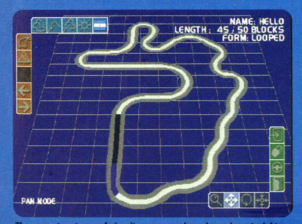


IF YOU LIKE THIS TRY THESE...
Colin McRae Rally, TOCA Touring Cars 2, Sega Rally 2 (Dreamcast)

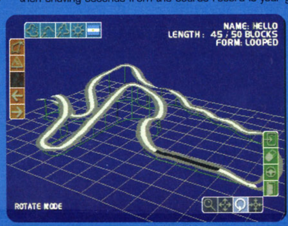
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

TRACK EDITOR

Building tracks to race on is the long term test for this game. Seeing who can come up with the toughest track then shaving seconds from the course record is your goal. Here are some top tips on building tracks.



There are two types of circuit you can make: a looped or straight track. If you go for the looped, make sure the two ends of the track are near when you join them with the looping tool and you have a couple of blocks left, otherwise it's back to the drawing board



Making elevations is crucial if you want to add some pace or punishment to your circuit. Making lots of small left and right turns on a downhill section will let you pick up serious speed, so throw in a hairpin turn at the end and watch them all stack it



Simple things like changing the weather and location of the track can seriously change the difficulty. Any night stages will be difficult, especially if they are on narrow circuits. Alternatively, rain or snow in Finland makes the tracks very icy

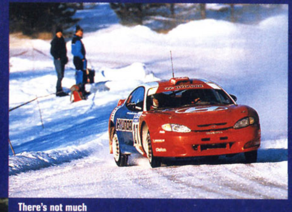
IS THIS THE MOST

After tinkering around with the track editor, we've enlisted the help of Alister McRae, Hyundai's top



CVG COURSE BREAKDOWN

TRACK NAME: **CVG**
LENGTH: **3.008 KM**
ROAD: **SNOW**
LOOPED TRACK
COUNTRY: **SWEDEN**
DAY TIME: **NIGHT**
AVG. SPEED: **MEDIUM**
ELEVATIONS: **YES**
BEST TIME: **01' 35" 90**



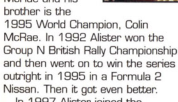
Ask Alister McRae what are the most difficult conditions to race in. The answer will be on snow, at night



There's not much that will slow Alister down. Will it be the same for you on our specially designed track?

ALISTER McRAE

HE KNOWS A BIT OR TWO ABOUT RALLYING



At 28-years old, Alister is proving to be more than a match for the other famous McRae drivers. His father is the five time British Champion Jimmy McRae and his brother is the 1995 World Champion, Colin McRae. In 1992 Alister won the Group N British Rally Championship and then went on to win the series outright in 1995 in a Formula 2 Nissan. Then it got even better.

In 1997 Alister joined the Volkswagen Formula 2 team for two years in which time he recorded a total of six F2 victories. He finished the 1998 season partnering his brother Colin in the Great British Rally. For the current season Alister is partnering Kenneth Eriksson in ten events for Hyundai Motor Sport Challenge as they compete for the FIA Formula 2 World Championship, which is where we caught up with him and got his help with our special stage.





EVIL TRACK EVER?

Formula 2 rally driver, to create the most difficult, evil and hellish circuit we possibly could



ALISTER'S VERDICT

1 "It looks like a really good stage. It's difficult with lots of tight corners that lead into one another and there's a bit of everything in it. It's definitely a driver's stage – and would certainly keep you busy."

2 "There are a couple of places that look a bit tricky – the downhill tight hairpins, like the second turn (tight hairpin left) and the one after the straight and the fast right (open square right into long 180 left tightens) look like they'll need careful attention. You'd have to make sure you get your braking right for those, otherwise you'll wreck your times. And your tyres."

3 "The right/left kink in the straight portion also looks like fun – it appears that, if you get it right, it's almost flat out. Almost."

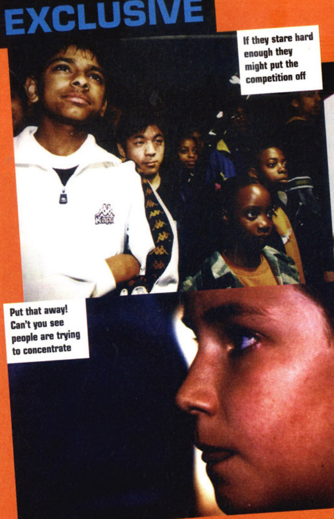
ALISTER'S DRIVING TIPS

4 "The most important thing when driving on ice is to try to keep the car straight. Too much sideways and you'll not only lose time and speed but you'll knock the studs out of the tyres (rally cars use studded tyres for extra grip on ice) and then you'll have no traction and the car will be very difficult to drive. For the same reason, you must not be too aggressive, either with your braking or acceleration, or you'll lose grip."

5 Driving on snow at night can be quite good fun, especially if there are high-ish snow banks, which tend to make the road easier to pick out and have the added advantage of keeping the car on the road if you run a little wide. But if there aren't any snow banks, just the road running up to trees, it can be a bit tricky figuring out where the road goes. My advice to readers is to strap yourself in tightly and don't fall out of that armchair!"

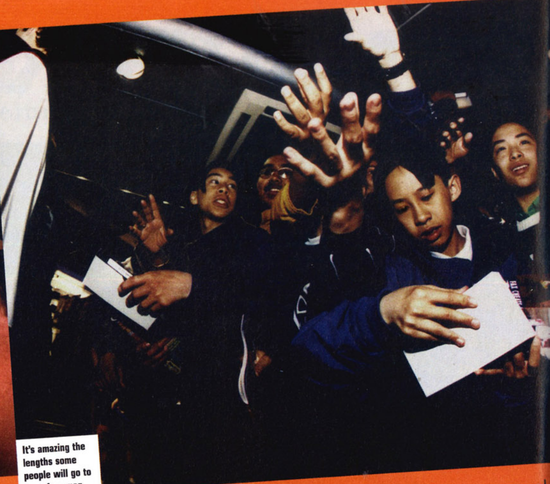
WANT TO HAVE A GO?

Then why don't you try it out for yourselves. If you send us in a S.A.E with your memory card, we'll save our *V-Rally 2* track so you can try it out for yourself. If you beat our time, then send in some proof (preferably a photograph of your time) and we'll print the best. Who knows, maybe we'll even give the best time a prize. PLEASE INCLUDE THE S.A.E. OK? The address you need to write to is: **LET ME AT THE MOST EVIL TRACK EVER, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 8QP.**



If they stare hard enough they might put the competition off

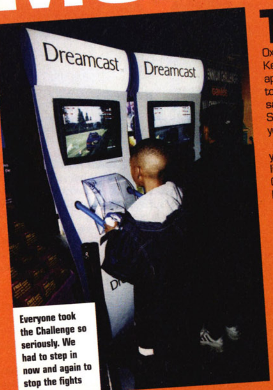
Put that away! Can't you see people are trying to concentrate



It's amazing the lengths some people will go to for a free mag

DREAMCAST: Hundreds of players flood to HMV to play Sega's new console

MORE POPULAR TH



Everyone took the Challenge so seriously. We had to step in now and again to stop the fights

The Computer and Video Games Millennium Challenge drew in more people at London's Oxford Street HMV store than when Kelly Brook last made a public appearance there. Why? The chance to play Dreamcast before it goes on sale, plus the chance of winning Sega's new console, £500 and a year's supply of Dreamcast games.

"I've been working here for eight years and I've never seen anything like this," said amazed HMV Level One manager Stuart Mullen. "I mean look at it!"

Sure enough, Level One was packed. When we arrived to speak to Computer and Video Games readers it was jammed with people waiting for a chance to play Dreamcast. "There's more people here than came to see Kelly Brook," said Mullen. No wonder security looked nervous.

LET ME AT IT

Even before the challenge officially started, HMV staff had signed up 80 people keen to play both *Sega Rally 2* and *Metropolis Street Racer*. A



group of up-for-it-lads had even scaled the escalator at 9:15 to be the first in the queue.

For reasons beyond our control, *Metropolis Street Racer* is suffering production difficulties and means that the Challenge game will be *Sega Rally 2*. As it turned out, players didn't seem too bothered.

'I thought it was going to be *Metropolis* here today, so I'm a bit disappointed but *Rally* is great. I'm going to buy a Dreamcast,' said Rahman. Joe Rowan had only seen Dreamcast in Computer and Video Games until the Challenge. "It's better than I expected," he said.

ON THE NET

People had different reasons for going to the Millennium Challenge. "Well, my brother wants to get a Dreamcast," confided Tsitsi Dodzo who was obviously trying to win it for herself instead. Thomas White, who already owns an imported Japanese machine, said, "I want a UK machine for the internet."

The winner of the first Millennium Challenge, Ricky Ip Wai-Hung, wanted a Dreamcast for his cousin. He already owns a Japanese Dreamcast. In fact, Ricky has managed to get his Dreamcast hooked to Sega's Japanese web service. An expensive kind of hobby.

DID YOU LIKE IT?

The fast guys took the spotlight but everyone who showed up walked away with a cool prize – the first new-look issue of Computer and Video Games and a Sega video of exclusive Dreamcast footage, including the awesome *Shen Mue*. The vibe was very pro-Dreamcast. One of the coolest guys at the event, still hot for Sega, was Razaz Ahmed. He told us, "I don't own a PlayStation. I have a Mega Drive and Saturn. If Sega puts Dreamcast everywhere – billboards, TV and cinema, it will definitely sell." What, no PlayStation? Even now? "No. I mean Sega is the one."



Ricky and Kamal compete for a place in the final. Little did Ricky know

Is that a smile? It's almost a smile. Better luck next time, Kamal

WILL YOU BUY DREAMCAST?

Everyone we talked to about Dreamcast answered "definitely" when asked if it's something they'd buy. The internet aspect is less of a big deal than we expected to find, though. Long-time gamer, Thomas White, told us, "I want a Dreamcast for the games. I'm not really bothered about the internet." Joe Rowan, thinks, "The internet idea is good but that's not why I'm buying one."

COME JUDGEMENT DAY

It looks like Sega has got a success story on its hands, Dreamcast proved its worth at the Millennium Challenge for sure. But it's a while until 23rd September, which will be your first opportunity to own a machine. Between times make sure you get to the Computer and Video Games Millennium Challenge at an HMV near you. Remember you stand a chance of winning a Dreamcast, a year's supply of Dreamcast games and £500.

ELSEWHERE

In addition to the London event, we'd also like to mention the winners of our Challenges elsewhere last month. So congratulations Rudi Halfmann from Markfield at the Leicester event. Also Chris Lam in Birmingham. We hear you both played amazingly on *Sega Rally 2*. We can't wait to see how you drive in the final.

HAN KELLY BROOK

Smug grins can only be worn by winners. Ricky wears his well

Tsitsi Dodzo was on a mission to win a Dreamcast for her brother

Sticking your tongue out ain't gonna scare him away y'know

REMAINING CHALLENGE DATES

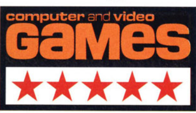
Leeds	HMV, 1 Victoria Walk, Headrow Centre	17th July
Aberdeen	HMV, 11-12 Union Bridge	31st July
Glasgow	HMV, Unit 5-6 Lewis's Building, Argyle St	31st July
Gateshead	HMV, Cameron Walk, Metro Centre	7th August
Newcastle	HMV, 56 Northumberland Street	7th August
Southampton	HMV, 56-58 Above Bar Street	14th August
Bluewater	HMV, Upper Rose Gallery	14th August
Oxford	HMV, 43-46 Cornmarket Street	21st August
Kingston	HMV, Bentalls Centre	21st August

THE GRAND FINAL:
HMV, Trocadero Centre, Coventry Street, London
2nd October

WHAT'S IMPORTANT

The Computer and Video Games 5-star award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game regardless of format or who's made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag which means we've played more games than another other mag. Our writers are all experts, have years of experience and know what makes a cracking game.



Any game that earns the 5-star award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...





20
PHANTOM MENACE
Based on the movie



29
SYPHON FILTER
You can save the world



40
SILENT HILL
Lots of death and weird stuff going on here



44
APE ESCAPE
It's a 'cute' game but don't ignore it

PC CD ROM

COST: £39.99
OUT: NOW

MULTIPLAYER: 1-8
COMPATIBLE: KEY-BOARD, JOYSTICKS, JOYPADS

KINGPIN

WARNING: This game contains scenes of extreme violence and gratuitous swearing. Excellent!

Life is tough in the ghetto and when you take a beating to teach you a lesson, there is only one thing you can do to save your reputation – take revenge, by whatever means necessary. That's the object of *Kingpin*. The further you delve into the seedy world of dodgy deals, musclebound bodyguards and general nasty characters, you soon realise that your revenge mission is going to have to go all the way to the top, with no looking back.

Yes this game is violent. Yes it's got lots of swearing. And yes, it will get parents steaming if their little soldier-boy comes home with it.

But the simple fact of the matter is, *Kingpin* is the total and absolute nuts. Oh yes.

GUNS FOR SHOW

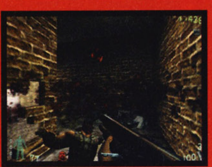
Seeing as you start the game with no money and only one weapon, it shouldn't take you long to work out that the only way you're going to get more loot and ammo is to use brute force. Batter a few people and crack some skulls. Then you'll get what you need, a pocket-full of dollars.



You start with only the Pipe as a weapon. It's the poorest of the lot but still gives off a nasty thud when you batter someone over the head with it. Once you've got some cash you can upgrade to a crowbar for one buck



The Pistol you get at the local gun shop, called Pawn-O-Matic. Don't buy one, as once you've sneaked into the first warehouse (as the guards are distracted by the radio), you'll find a coil which the gun shop owner will trade for a pistol



Thankfully, you don't have to worry about buying this weapon either. The Shotgun is dropped by the local heavies once you gain access to the rooftops, so make sure you keep an eye out for it on the floor amongst the dead bodies



The fourth weapon you grab is also dropped by dead enemies in the power plant, and that's the Tommy Gun. It's got an immense rate of fire, you can unload 50 bullets in a couple of seconds which will tear enemy bodies to shreds

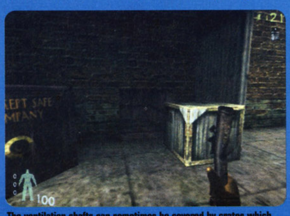
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

DOUBLE TAKE

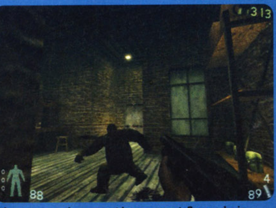
Items in the background may hold more clues than you imagine. It's worth whacking a few things with your crowbar to see if it smashes to reveal some new secret passage or an item.



In the warehouses particularly, the single crates you find on the floor can be pushed to better locations. These are basically steps you can use to give you the added height you need to reach ledges and ventilation shafts



The ventilation shafts can sometimes be covered by crates which can be blown away or pushed to one side. Shoot the grille and crouch to crawl into them and secret sections. Look out for rats though, as they nibble you and drain your energy



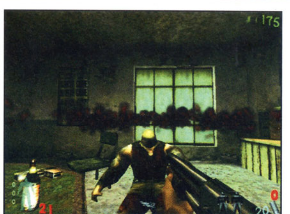
Other scenery options may not be so apparent. Once you're in Poisonville, jump onto the rooftops and crawl along the pipes. This will lead you to another section of the city, some lovely health and ammo bonuses and the way forward

MUSCLE FOR HIRE

Trying to exact your revenge on your own would be foolish and impossible. Which is why the local bums with nothing better to do will follow you for the right amount of money. Choose wisely as they're not all good guys



Once you've bought a guy he'll follow you around, or otherwise, if you give him the orders. Hit trouble and he'll be there with his shooters out making sure that his boss doesn't chew some lead



If your boys get injured, they'll gain health back automatically. Some hoods have specific tasks, like a safecracker, so it's best if you find the safe before you hire him to save you cash if he dies on route



Once you're under fire, your hoods will fight to the death. If they come into your line of fire, as soon as the take a bullet from you the allegiance is forgotten and they'll run at you, all guns blazing

NOT JUST KILL KILL KILL

To spread word of your reputation, you have to help some of the bigger characters. This can earn you money, clues, keys to new parts of the game,or some new heavies to pick from.



The guy who sells you the crowbar at the start of the game runs into some trouble later on. He has his watch stolen by one of his enemies and asks you to get it for him. Do that and he'll give you access to the rooftops



At the bar in Poisonville, there's a guy standing on the mezzanine who wants some documents stolen from a safe in the power plant. He'll give you the choice of all his guys if you help him – you'll need a safecracker

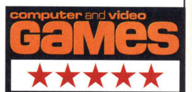
WHAT WE THOUGHT

FIRST IMPRESSIONS
Games that stir up controversy to get publicity are generally crap. However, take away the violence and swearing from *Kingpin* and you've still got an awesome game.

SUITS YOU SIR
The adult content doesn't sound fake or forced. It matches the environment and atmosphere. After all, you wouldn't walk up to somebody with a shotgun and tell them to "Walk away sir, or I will be forced to draw my weapon too." This is Menace to Society, Boyz in the Hood or Goodfellas on a disc.

I'M THE DADDY NOW
The game starts at a hundred miles per hour and holds that pace. Guys you thought were friendly will be whipping out shotguns before you can say "Hasta la vista". It looks amazing and the crowd who gathered to watch us play left thinking it was very impressive indeed – but not just because if the content.

THE VERDICT IS...
Ignore the palaver surrounding *Kingpin* and get yourself a copy. It plays like a dream and will have you whooping with joy after every level is successfully completed.



★★★★★

IF YOU LIKE THIS TRY THESE...
Quake II, Half Life, Aliens vs Predator.

INSTANT PLAYER GUIDE

HAVE A NUTTER

Chatting to people is not only funny, as that's when they're most likely to swear at you, but can also reveal some interesting snippets of information. Use the Y button for friendly replies and X for negative ones to get a conversation started.



The first bum who doesn't try to kill you is in fact a down-and-out alcoholic who spills the beans once you've found some booze to give him. He'll slur you the keycode to the safe and a bag of cash



You can tell who's going to be helpful by the colour of the face at the bottom of the screen. If it's blue, they may have some info for you. If it's red, they're more than likely going to deck you

OTHER HINTS

There are a couple of key items that you may miss the first time you visit an area. To save you from continuously going backwards and forwards between levels, here are a couple of things you should remember.



To escape from Poisonville, you need to find the battery to power the motorbike. The first boss holds it, so once he's defeated make sure you climb the wrecks of cars in his yard to find it



People won't give you any grief if you don't give them any. Walk up to calm people with your gun out and they'll draw a weapon. Don't kill people without weapons, they have information you need









GUNGAN™ SUB



SITH INFILTRATOR™



NABOO FIGHTER™



MOS ESPA PODRACE™



DROID FIGHTER™



Premier Manager 64 is the only game so far to feature the *Actua Soccer 3* game engine



Barry Davies still provides the commentary, although it is a little limited in this version



COST: **£44.99**
OUT: **AUG**

MULTIPLAYER: **1-4**
COMPATIBLE WITH: **JOYPAD/ MEMORY PAK**

PREMIER MANAGER 64

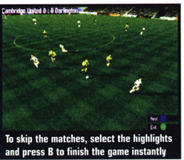
It's the first ever football management simulation for the Nintendo 64

WORDS/SCREENSHOTS: STEVE KEY

WHAT YOU NEED TO KNOW
Having already had huge hits on PlayStation and PC, this is the newest addition and it comes rather surprisingly on the Nintendo 64. It's also probably the easiest of them all to get into, as the limitations of the cartridge system, and the often younger Nintendo audience, mean it's been designed a bit like the beginners' guide to *Premier Manager*.

BACK TO THE DRAWING BOARD
There are two types of game mode you can choose from: the manager mode which lets you pick your favourite team and manage them; or the career mode where you have the choice of ten lower league vacancies. Here you have to prove yourself to be a worthy manager before you get offered the top jobs and can progress up the leagues. The game has been designed specifically so that all of the menus can be flicked through very quickly, so it works very well on the Nintendo pad.

WORTH PLAYING?
If you've never played a football management game before, then yes it is. This will serve as a good introduction to this type of game, so if you like what you've seen here you can branch out into the more detailed management sims already available. However, all the Sir Alex wannabes who've blitzed Champ Man will find no satisfaction in this game. So it's all down to your experience, really and what you want from a management game.



To skip the matches, select the highlights and press B to finish the game instantly



Most of the standard formations can be selected from here



You can only select teams from the same or lower divisions for friendlies

computer and video games
★★★★

IF YOU LIKE THIS TRY THESE...
Premier Manager '99 (PC and PS) or Championship Manager 3 (PC)

FA MANAGER

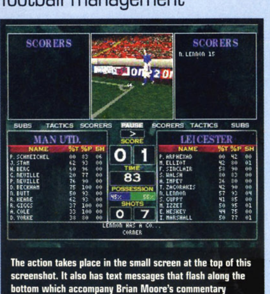
Sheepskin jackets at the ready – it's time for some football management

PlayStation

COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE WITH: **JOYPAD/ MEMORY CARD**

WORDS/SCREENSHOTS: STEVE KEY



The action takes place in the small screen at the top of this screenshot. It also has text messages that flash along the bottom which accompany Brian Moore's commentary

WHAT YOU NEED TO KNOW
It's the official licence of the FA so you get all of the teams from the four leagues and the conference. You pick any one of these teams and try to take them to the top (if they aren't already there). Wheel and deal to strengthen the team and use your tactical know-how to out-wit the opposition.

JUST FOR PLAYSTATION
It's been programmed just for PlayStation, so the control system is incredibly simple. That can also be a hindrance because you get so used to tapping X to skip all of the nonsense games in the other divisions, you might end up selling your best striker by accident.

WORTH PLAYING
Yes and no. Once you get into it and your team has started to gel together it's good fun. Scouting the transfer market, haggling with clubs, or bringing one of your youth team players through the ranks is satisfying. It can be a little frustrating so we'd say you should only go for this if you're sick of *Premier Manager*. That's the best PlayStation management game.



All English leagues are catered for in this game



Scouting big name players is easy



IF YOU LIKE THIS TRY THESE...
Premier Manager '99. Still the best



PC CD ROM

COST: £39.99
OUT: NOW
MULTIPLAYER: NO
COMPATIBLE: KEYBOARD/ JOYSTICK/ JOYPAD

STAR WARS EPISODE I THE PHANTOM MENACE

WORDS & SCREENSHOTS: ED LOMAS

It's official – things to do with Star Wars aren't always brilliant

There have been loads of Star Wars games over the last 20 years, all of which have sold well, partly because of their Star Wars connections and partly because they've been consistently good. This is the game of the latest movie in the series – Episode I: The Phantom Menace – and has been in development for years, since before the movie started shooting, in fact. But don't get too excited, it looks like fans are in for a big disappointment.

YOU WANT TO BE A JEDI

You get to play four characters throughout your adventure – Obi-Wan Kenobi, Qui-Gon Jinn, Captain Panaka and Queen Amidala. Everyone can use the weapons found lying around, plus the two Jedi masters use their Lightsabers and the ancient power of the Force.

The coolest weapon ever created is a real let-down in *The Phantom Menace*. Hold the attack button to wave it around and hopefully deflect some laser blasts from you

As a Jedi you can use the ancient power of the Force to make enemies fall on their butts for a second or two. No wonder all the Jedi Knights get wiped out

It's not really the Jedi way for Obi-Wan Kenobi to take on a Battle Tank with a Proton Missile Launcher, now is it?

FOLLOW THE PLOT

Star Wars Episode I: The Phantom Menace follows the plot of the movie quite closely, so anyone who's not yet seen the movie should do their best to avoid the game until they have. Or do yourself a big favour by avoiding the game altogether.


At the start of the game, Obi-Wan and Qui-Gon must escape from a Trade Federation ship by smuggling themselves as part of the invasion force


Once on the surface of Naboo, Obi-Wan must meet up with Qui-Gon. Thankfully, pain-in-the-ass Gungan Jar Jar Binks knows his way around the swamp

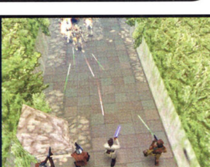

As Trade Federation droids invade the Gardens of Theed, you must take Queen Amidala to the safety of her ship, then get the hell out of there

GOOD TO TALK

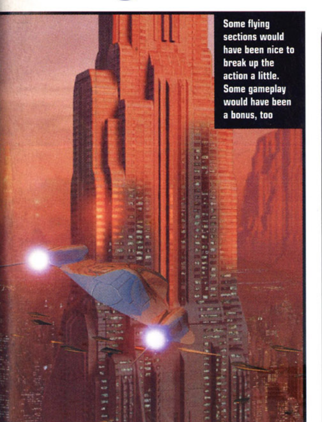
To add an adventure feel to the game, you occasionally get the chance to talk to other characters. A selection of phrases appears on-screen for you to choose from, though no matter what you do, you willl almost always get the same piece of information.


Occasionally choices will appear in pink, meaning that your Jedi character will use the Force to influence the person they're speaking to


Why does Obi-Wan stop to chat to this stupid gibbon when he's on an important mission to save the galaxy? If only you could chop his head off


There's a little bit of interaction with the Queen's guards as they defend the palace, but not enough to make you believe they're in any way human

"A nightmare from start to finish"


Some flying sections would have been nice to break up the action a little. Some gameplay would have been a bonus, too

WHAT WE THOUGHT

IT'S STAR WARS!
Normally, a weak game can be worth playing simply because it's Star Wars-related. Amazingly, *Episode I: The Phantom Menace* is so bad, even the biggest movie license in the history of games can't save it from being appaling. The title screen has some excellent video clips from the film, and the sound is great, but otherwise this just destroys the good name of Star Wars.

SMART SOUNDS
The best thing about *The Phantom Menace* is the sound – the top-quality score reacts to the action on-screen (to an extent), and the sound effects are spot-on. Character voices have been recorded by impersonators. They are OK – though Obi-Wan does sound a bit like Austin Powers at times. Everything looks pretty good, if a little plain.

BUT HOW DOES IT PLAY?
Oh dear. Controlling your character is a chore, as they trundle around everywhere and get hit by almost every shot fired at them – even the two Jedi masters are incapable of moving like human beings. Level design is poor, with loads of dull button-pushing, stupid traps, nonsensical puzzles, dumb enemies and annoying conversations. Aside from a few interesting sections, this is a nightmare from start to finish. Spending time having my love for Star Wars beaten out of me was not my idea of fun – save yours by avoiding this game completely.



★

IF YOU LIKE THIS TRY THESE...
Star Wars Episode I: Racer, *Heretic 2*

LONG TERM TESTS

STREET FIGHTER ALPHA 3

CONSOLE:	PLAYSTATION
COST	£39.99
MULTIPLAYER:	1-2
COMPATIBLE:	MEMORY CARD

NOT ANOTHER STREET FIGHTER GAME?
OK, so there have been loads, but if you've ever learned how to play any of them you'll know how excellent they can be. I've been a fan of the *Alpha* series right from the start.

WHY SHOULD I BOTHER WITH THIS ONE?
It's got all the best elements of previous *Street Fighters* in one game – loads of classic characters are back, plus there are three different styles for each.

BUT IT'S NOT IN 3D!
No, but it still looks fantastic. The artwork and animation are brilliant, and being 2D, you concentrate on fighting rather than moving in and out of the screen.

WILL I GET BORED QUICKLY?
No way! The characters are all so detailed you can spend years mastering each one.

ED LOMAS

GET YOUR FREE GAMES HERE!

Do you fancy getting a free game from us at Computer and Video Games, then writing a Long Term Test review of it? Simply fill out this form, send it to us, and we'll pick a few people every month who'll receive a brand-new game to check out.

LONG TERM TEST APPLICATION FORM
Name:____________
Age:____________
Address:____________

Telephone number:____________
Games machines owned:

Favourite games of the last year:
1.____________
2.____________
3.____________

Cut out form and send it to:
Long Term Test Application,
Computer and Video Games,
Angel House,
338-346 Goswell Road,
London,
EC1V 7QP.

PC CD ROM

COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **1-4**
COMPATIBLE: **KEYBOARD/ MOUSE**

DUNGEON KEEPER 2

WORDS & SCREENSHOTS: ED LOMAS

Design the most evil dungeon ever and attract a horde of freakish demons to do all your dirty work

"Where's the High Scores section gone?"

To most people, strategy games look like they require far too much effort to be worth playing. Most of the time, they'd be right. But the very best strategy games are those which can be learned in a matter of minutes and still have years' of potential – a few can be awe-inspiring in their seemingly limitless depth. *Dungeon Keeper* was one of these very special games, and the amazing follow-up improves in just about every area.

THE BIG IDEA

The idea of *Dungeon Keeper 2* is to dig out and build a cool underground dungeon – one so cool that every kind of creature in the underworld wants to come and live in it. You then need to keep your family of monsters happy and use them in battles against other Keepers and pesky invading Heroes. It's a lot easier than it sounds, too.


You start each dungeon with just a few little imps working for you. These guys will dig out any areas you mark with this digging tool


This is your precious Dungeon Heart. Make sure you protect it well, because if it gets destroyed it's Game Over for you


In one-player games, Heroes occasionally tunnel their way into your dungeon and steal your gold. Defend your rooms and corridors well

CHANGING ROOMS

Once your imps have dug out a room and levelled the floor for you, simply choose what function you want it to have. You'll need to build lairs for your creatures to sleep in, a treasury to store gold, a library for Warlocks to do research in, training rooms, casinos, and hatcheries to provide fresh chickens whenever anyone gets peckish.



Torture chambers are great. Not only do they attract kinky Mistresses, but you can torture information out of opponents



The Combat Pit allows your creatures to fight one another to improve their ratings quickly. Make sure they don't kill each other



Your dungeon layout is important – creatures don't want to walk miles to eat and some species don't get on very well with others

CREATURE FEATURES

There are a number of species of monster to attract to your dungeon, each with their own special abilities and personalities. You'll soon figure out what kind of dungeon attracts what creatures, and will be able to build up your ideal collection straight away. Everyone will find their own playing style after only a few games.



Bile Demons are lazy and love a dark lair right next to a hatchery



Dark Angels are extremely cool. A temple will help attract them



Warlocks work hard in your library, researching new spells

DON'T FEAR THE KEEPER

As the Dungeon Keeper, you control a floating hand which you use to mark out areas and select creatures (or give them a quick slap if they're not working hard enough). As you spend time researching and building your power up, you earn more powerful spells which you can cast from your clawed fingers.



The simple Thunderbolt spell will always raise a laugh. If an enemy creature strays onto your land, just fry him with a blast of lightning



Possession is certainly the coolest spell. You can use this to take control of any creature from a *Quake*-style viewpoint.



If you've got the power, you'll get to Summon Horny – the terrifying Horned Reaper. He wanders around killing everything

WHAT WE THOUGHT

SO SIMPLE, YET SO COMPLEX

Dungeon Keeper 2 is easy to play. You use a mouse pointer and the arrow keys to do almost everything. All the menus are easy to understand, so anyone can learn to play without any trouble. A brilliant tutorial teaches you everything you'll need to know on the way.

IMPRESSIVE GRAPHICS

The 3D graphics in *Dungeon Keeper 2* enhance the atmosphere, with subtle lighting and detailed animation – possessing a creature and wandering around your beloved dungeon is great fun. The sound effects and grumbling ambient music really help a lot too.

A HIT ALL ROUND

Trying to work out how *Dungeon Keeper 2* was put together will make your head hurt, it's such an achievement. The one-player modes are great, and multiplayer mode is one of the best ever on PC – this game will last a very long time indeed. If you only buy one game this year, *Dungeon Keeper 2* should be it.



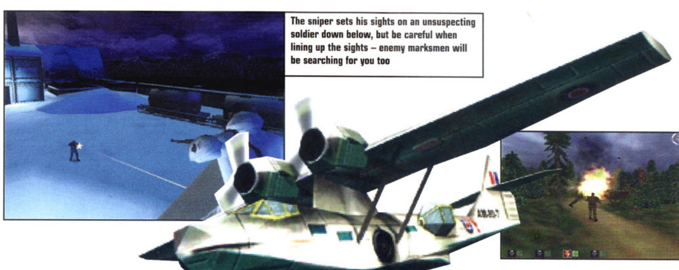
IF YOU LIKE THIS TRY THESE...
C&C: Red Alert, Sim City 2000, Quake



PC CD ROM

COST: **£34.99**
OUT: **NOW**

MULTIPLAYER: **1-4**
COMPATIBLE: **JOYPAD/MOUSE /KEYPAD**

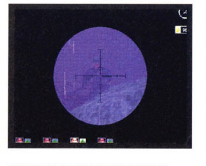


The sniper sets his sights on an unsuspecting soldier down below, but be careful when lining up the sights – enemy marksmen will be searching for you too

HIDDEN & DANGEROUS

World War II, control the SAS on covert missions and kick Jerry's ass

WORDS & SCREENSHOTS: ALEX HUHTALA







WHAT YOU NEED TO KNOW
War. What is it good for? Absolutely nothing. Except for games like *Hidden and Dangerous*. You control an elite troop of hand-picked individuals who carry out daring missions for the allied forces in World War II, and if you think it sounds just like the surprise hit of last summer – *Commandos* – you'd be absolutely right. Except *Hidden and Dangerous* has a trick up its sleeve – this game's in 3D.

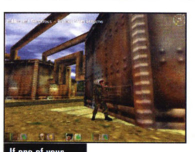
IT'S A BIT DIFFICULT
Controlling a squad of four men against unfair odds isn't. You're not supposed to sprint into the middle of an enemy base, all guns blazing, instead you need to carefully plan your attack and strike at the enemy, while being safely concealed. Thanks to maps and controls, you can plan your strategy with ease, deploying your men in perfect positions. Clicking on hand signals tells the men to guard, attack, lie, stand and wait for your signal.

LIKE CLOCKWORK
Most of the enemies in this game are accurate shots, they usually spot you before you've located them and one shot to the head will kill you. Ouch! You pick your team from a choice of 40 men, each with different abilities. Picking someone who's good with a sniper rifle is a good way to get through the first few levels, but the game has over 20 missions. You're not restricted to shooting, setting explosives and freeing prisoners, you'll also be asked to steal maps and vehicles which, best of all, you can drive.

WORTH PLAYING?
If you fancy yourself as the John Wayne type, this is the game for you. It's very difficult, you'll die a hundred times and each level throws a new surprise at you. The graphics are gorgeous and the levels are very well designed but best of all, and even better than *Commandos*, you get a real sense of being in the middle of the action, with controls that allow you to run everything smoothly.



Drive vehilces and avoid German machine-gun fire. How much fun is that?



If one of your men is carrying a camera, then you can take snaps like this while you're storming enemy base. It helps to make sure you've shot all the guards first though

Storm the enemy base and provide cover for your men. It's usually a good, safer plan to have your men in different positions, but this looks cool



★★★★★

IF YOU LIKE THIS TRY THESE...
Commandos: Behind Enemy Lines, Rainbow 6


TAMARA WANTS HIM TO MEET HER PARENTS. *All Keith wants is a spanking gorgeous* Pot Noodle
Pot Noodle Snack
'POT' AND 'POT NOODLE' ARE REGISTERED TRADE MARKS OF KNORR NAEHRMITTEL AG

SUMMER GAME BOY

The best thing about holidays is they're a good excuse to buy something new to play on your Game Boy. Like you needed an excuse...

WORDS: DEAN SCOTT **PICS:** VARIOUS



COST: **£24.99**
OUT: **NOW**
MULTI-PLAYER: **NO**

720 DEGREES

Bees terrorise skateboarders that look like they've been on the booze

WHAT YOU NEED TO KNOW

Skateboard around town, occasionally stopping off at skateparks. Why? Because a nasty swarm of bees will sting your eyes out if you don't. Sounds as pointless as it is.

UN-COOL BOARDER

Your skateboarder handles like he has gained access to his parents' drinks cabinet. Do tricks, earn money, buy more skating equipment. Avoid unthreatening cars. Remember to change your pants when the bees appear.

WORTH PLAYING?

Old crappy games are the scourge of the Game Boy Color and *720* offends more than most. It looks terrible and plays even worse. Falling off a real skateboard is a more enjoyable experience.





COST: **£24.99**
OUT: **NOW**
MULTI-PLAYER: **NO**

ISS '99

Game Boy Color sickens with football fever

WHAT YOU NEED TO KNOW

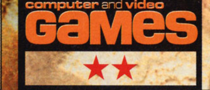
A football game hoping to benefit from the brilliant reputation enjoyed by previous *ISS* games on more able machines.

RED CARD

Geriatric players hobble after a ball that stays in the air longer than Richard Branson's air balloon. Goalmouth scrambles are played out in slow motion as you hammer the buttons, hoping that one of your players might actually make some effort. A cynical cash in.

WORTH PLAYING?

If football is the beautiful game, this is its hairy-faced mutant sister. The presentation comes close to matching its illustrious predecessors but the gameplay doesn't. Buy a football instead and head off to the park with your mates. Much more fun.







COST: £24.99
OUT: NOW
MULTI-PLAYER: NO

NBA JAM 99

Tall men play with balls and dribble

WHAT YOU NEED TO KNOW

The long running *NBA Jam* series hits the Game Boy Color, losing none of the comically unfeasible slam dunks that made its predecessors smash hits.

NO COMMENT

Sadly the commentary of previous incarnations has been lost and replaced with some tragic in-game music. Sonic imperfections aside, a pretty good attempt has been made of squeezing lots of big men onto a small screen, with all 29 NBA teams represented.

WORTH PLAYING?

NBA Jam plays fluidly, and the gravity-defying dunks are occasionally amusing. Hit three unanswered baskets and you're 'on fire' – still one of videogaming's most satisfying experiences. Unfortunately a general lack of innovation sours the overall experience.



★★★

COST: £24.99
OUT: NOW
MULTI-PLAYER: 1-2

SUPER MARIO BROTHERS DELUXE

Videogaming's most famous son steps into a timewarp

WHAT YOU NEED TO KNOW

This colour handheld debut is a repeat of his first ever starring role – 14 years ago.

TURTLE RECALL

This new version adds printer compatibility as well as a fantastic two player race mode. The main game remains unchanged from the groundbreaking original: run, jump and bust up a few turtles en route to saving Princess Daisy – the most easily kidnapped royal ever.

WORTH PLAYING?

There are a whole host of better Mario games, but don't overlook this. It plays wonderfully, and is a unmissable slice of gaming history. For once an instance where old classic doesn't mean old crap.



★★★★





COST: £24.99
OUT: NOW
MULTI-PLAYER: NO

ALL-STAR BASEBALL 2000

Rounders: Not just for girls then

WHAT YOU NEED TO KNOW

Life is full of surprises. None greater than reluctantly plugging a baseball game into your Game Boy, only to find yourself still playing an hour later. And I haven't even gone mental.

BATTER UP

With brilliantly simple controls and a few clever game modes to suck you in, *All-Star 2000* is slick. Hitting home runs and pitching strikes really is great fun, and baseball geeks out there will lap up the statistical detail.

WORTH PLAYING?

Set aside your prejudices for one of the best sport games on the Game Boy. The Season mode provides a long-term challenge, and the Home Run Derby is perfect for a quick blast. That's all bases covered then.



★★★★


PULL-OUT POSTER
computer and video
GAMES
OMEGA BOOST If you get a bang out of blowing stuff up, check this out on PlayStation
97
97A-II



PlayStation

COST: **£34.99**
OUT: **JULY**
MULTIPLAYER: **NO**
COMPATIBLE: **MEMORY CARD/ DUAL SHOCK**

SYPHON FILTER

Take parts of *Tomb Raider*, *Goldeneye* and *Metal Gear Solid*, squash them all together and this is what you get

WORDS & SCREENSHOTS: ALEX HUHTALA

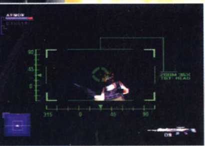
The world's in peril and you're the square-jawed hero who's been hired to save us all. Gabe Logan's your name – it's good for a hero, not too many syllables and completely laughable in the real world. Your mission is to find and eliminate a madman who's planting deadly virus bombs about the place. So far, they've been restricted to remote villages in the Third World but now the bad guy is going for Bond-villain status by stepping up his campaign. It looks like Washington is the next target. Cock the hammer, it's time for action.

HOLD YOUR FIRE

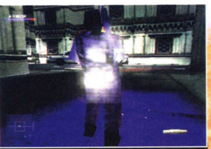
There are lots of weapons and items for Gabe to find and use on his travels. He'll also have to find ammunition, which for some of the more desirable weapons can be in short supply. Every soldier you shoot will drop ammunition and sometimes the gun they were using. There are plenty of hidden items for you to find, too.



There are lots of handguns and assault rifles in the game. Mostly you'll be using a handgun as there's plenty of ammo about



The sniper rifle is excellent for zooming in from a great distance, but it takes a while to find the guard and steady your aim



The taser weapon sends an electric shock to the enemy, the viewpoint also changes allowing you to see the smoking damage



There are times when only a head shot will do, it saves you ammunition, and it also looks really cool. It's a shame it's so easy to do

MISSION IMPOSSIBLE

Hunting down international terrorists isn't easy, especially when they have henchmen all over the world. Before you get to the showdown with the big cheese you'll have to take on the small fry, to extract some clues from them. The missions offer a lot of variety and you'll need to have your eyes and ears open to get through them.



Follow the old man through the museum, but several guards will try and stop you. Take them out without alerting the others



Inside the museum and there's another showdown. You can hide behind objects for extra cover and keep moving to avoid being hit



Most of the time you'll be facing groups of goons. In later levels they start wearing flak jackets – head shots will deal with them

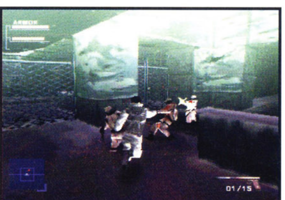
"Surrounded by guards – spraying bullets across the upper body will have to do"

PEEK-A-BOO

A bar in the corner of the screen tells you if the enemy can see you. When the danger bar reaches its limit, soldiers will begin to open fire. A radar tells you their position and you can hide behind objects to protect you in a gunfight. Be careful though, guards get smarter in later levels and they'll soon start lobbing grenades if you hide for too long.



Enemies aren't your only concern. There are other ways to die in *Syphon Filter*, like being hit by a train. This was a close escape



Sometimes you've got to forget being clever and hiding behind objects, just go out all guns blazing – best check your ammo first



Enemies can appear anywhere, sometimes almost on top of you. Using the shoulder button to target them makes aiming easier

ONE SHOT

Just like in the game *Goldeneye*, the enemy can be shot in different parts of the body; shots to the legs won't kill a man while one bullet to the head will. When you're surrounded by guards you probably won't have time for perfectly planned shots, so spraying bullets across the upper body will have to do.



Even with a small handgun you can get precise shots at distance. Move the target until you see the words 'head shot' – it's easy



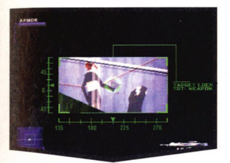
Holding the right shoulder button locks the target onto an enemy, useful for when you want to move quickly through an open space



Like the best action movies there are plenty of other objects that get destroyed in a gun fight. Glass is often the first to go

LOOK FAMILIAR

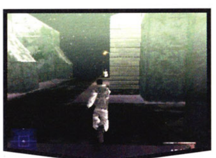
Imitation may be the most sincere form of flattery, but *Syphon Filter* might sometimes go a bit too far for some people's liking. Although *Metal Gear Solid* was in development at the same time, the similarities between the two are surely too many to be pure coincidence. What do you think?



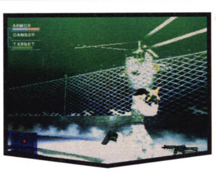
A sniper rifle just like in *Goldeneye*, it's not as quick and simple to use though



Tomb Raider with a bloke? Gabe likes climbing objects just as much as Lara



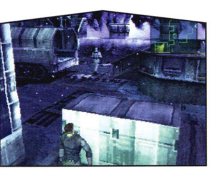
A snowy base that needs to be infiltrated. *Metal Gear Solid* – what's that?



There's even a helicopter battle on the rooftops. Call the lawyers, quick!











It may look like Gabe likes to hang around in toilets in this artwork, but we haven't found any urinals in the game! Probably in the sequel

"When they wear flak jackets, head shots will deal with them"

WHAT WE THOUGHT

UNORIGINAL?
Look at the screenshots, even play the game for ten minutes and you'd be mistaken for thinking that *Syphon Filter* is a direct copy of the games it seems to share so much in common with, but play a little longer and you'll discover that the blend works very well.

SURPRISES
What the game does best is keep throwing new challenges at you. One level you might be required to go all guns blazing, the next sees you creeping around like Solid Snake. It's the variety and imagination shown in the levels that keeps you going.

BUT A GOOD GAME
It may be unoriginal, easy in parts, and have slightly glitchy graphics but when a game plays like this, we can overlook these details. If you bought *Metal Gear Solid* thinking it was the PlayStation equivalent of *Goldeneye*, then we're afraid you were wrong, *Syphon Filter* is the game you were really after. Try playing it, you'll like it.



IF YOU LIKE THIS TRY THESE...
Metal Gear Solid, Goldeneye, Tomb Raider III

WIN £100

TO SPEND ON WHATEVER YOU WANT

Answer these ten questions and you could have £100 to spend on games, hardware or anything you like. If you need help with some of the answers, try looking through Computer and Video Game's review section. Good luck

1 How much does the game *Braveheart* cost?
A. £24.99
B. £29.99
C. £34.99

2 How fast can you travel in the PC game, *Star Wars Episode 1 Racer*?
A. 400mph
B. 600mph
C. 800mph



3 How did we rate the game *The Phantom Menace*?
A. ★★★
B. ★
C. ★★★★

4 Who stars in the movie *Austin Powers 2: The Spy Who Shagged Me*?
A. Keanu Reeves
B. Vic Reeves
C. Mike Myers

5 What console can this game be found on?
A. PlayStation
B. Nintendo 64
C. Dreamcast



6 Which spell in *Dungeon Keeper 2* gives you a *Quake* style view?
A. Summon Horny
B. Thunderbolt
C. Possession



7 Which rally driver helped design our Most Evil Track Ever on *V-Rally 2*?
A. Alister McRae
B. Damon Hill
C. Colin McRae

8 Which page is this bloody screenshot from?
A. 8
B. 34
C. 41

9 If you were to buy *V-Rally 2*, *Syphon Filter* and *Silent Hill*, how much would they cost?
A. £129.99
B. £124.97
C. £119.97

10 Which of the following is a name of one of the monkeys in *Ape Escape*?
A. Smack
B. Slap
C. Spank

IT'S EASY TO ENTER

All you've got to do is fill in your answers below, cut the coupon out, bung it in an envelope and post it to us at: Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.

The first correct entry out of the hat wins. Entries must be in by: 9th August 1999.

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....



COST: £29.99
OUT: NOW

MULTIPLAYER: 1-2
COMPATIBLE: KEYBOARD/MOUSE/WHEEL

NEED FOR SPEED: ROAD CHALLENGE

Supercar racing series is right back on track

WORDS & SCREENSHOTS: ED LOMAS



You can choose your own paintwork colour



★★★★

IF YOU LIKE THIS, TRY THESE...
Need For Speed 3, TOCA 2 Touring Cars

WHAT YOU NEED TO KNOW
The *Need For Speed* games started off as some of the most realistic driving simulations around, but recent versions have been completely rubbish. Thankfully, they seem to be right back on track with this latest update, *Road Challenge*.

LOVELY MOTORS
There are loads of real-life high-powered cars to choose from in *Road Challenge*, though you'll need to earn prize money if you want to buy them in the full Career Mode. As well as racing around the world for cash, there are plenty of other options – Hot Pursuit mode is one of the best. You either play as a criminal on the run, or as one of the police themselves. These pursuits are a lot of fun.

WORTH PLAYING?
Need For Speed: Road Challenge is brilliantly presented and easy to get into, plus it has enough tracks and cars to keep you playing for a long time. The circuits all look great too, especially if you've got a good 3D graphics card. Car handling is a nice balance between realism and fun, which racing fans will certainly appreciate. As a complete package, *Road Challenge* is one of the smartest racing games on PC.



Super-powered cars like this may look great, but they're useless for twisty bits

Racing from inside the car is great, but how do you turn the wheel?



In Hot Pursuit mode, the police set up roadblocks to cut you off. While driving, you can listen in on the police radio band to find out where they're waiting

STAR WARS EPISODE I RACER

WORDS & SCREENSHOTS: ED LOMAS

The biggest buzz you'll get at the cinema this year can now be experienced on your PC

WHAT YOU NEED TO KNOW
You really need to be told? There's this film, right, and in it there's this race where aliens and some kid drive big engines with little chariots floating behind them. Well, that's what this game's based on. These racers travel at up to 600mph around twisty circuits on various planets in the Star Wars universe.

WHAT'S THE DIFFERENCE?
The PC version of *Episode I Racer* looks very smart indeed. With a good 3D card you can play in high resolution with loads of detail and a nice smooth frame rate. The sound effects are also higher quality than they are on the Nintendo 64 version, which helps add to the atmosphere. Though you can play with a joystick or wheel, keyboard control works surprisingly well – it's nice to have a separate Boost button rather than having to tap Thrust as with the N64 game.

WORTH PLAYING?
Other than rendered sequences at the start of each race and enhanced graphics, the PC version of *Episode I Racer* is practically the same as the Nintendo 64 version. There's a good choice of racing games on PC already but anyone into Star Wars would be stupid to miss out on the chance to compete in a Podrace. For the sheer thrill of being part of the biggest movie of the year, *Star Wars: Episode I Racer* is essential.



Racing across Tatooine's desert in Anakin's Podracer is too cool



On the Sunken City race, keep an eye out for this Gungan Sub which flies past the underwater tunnels. Chances are Obi-Wan Kenobi, Qui-Gon Jinn and bleedin' Jar Jar Binks are on board



COST: £29.99
OUT: NOW

MULTIPLAYER: 1-8
COMPATIBLE: KEYBOARD/MOUSE/JOYSTICK/WHEEL



computer and video games

★★★★

IF YOU LIKE THIS, TRY THESE...
Wipeout 2097, Pod, Motorhead



Can't see what's going on here? Don't worry – it's just as confusing when you try to play it



COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE: **DUAL SHOCK**

360

Two years after *Wipeout 2097* and the most feeble rip-off yet is released

WORDS & SCREENSHOTS: ED LOMAS



The designers of ***360*** obviously have no concept of what looks good. Or what a video game is

WHAT YOU NEED TO KNOW
Set in the near future, *360* sees a battle for land after massive worldwide flooding. You compete in races on your high-speed hoverbike, doing whatever's necessary to survive. Like the *Wipeout* games, the ships float about a lot and can collect weapons to use on the way.

WHOOPS!
360 looks terrible. The racecourses and hoverbikes have no style whatsoever, and the textures are all so blocky that it's almost impossible to see what's going on as you play.

There are also only four different stages to race on, and even though there are three of each they provide little variety. Would you really want to be seen riding one of these things?

WORTH PLAYING?
The hoverbikes have terrible physics which mean they glide all over the place at corners but still hardly lose speed if you pile straight into a wall. You never feel like you're really driving anything because of this, plus the scabby graphics and sound certainly don't help things. Seriously, you could make a more entertaining game from a brown paper bag and some pebbles in less than five minutes.

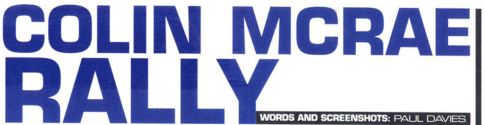


Two people can squint and be bored together

computer and video Games

★

IF YOU LIKE THIS, TRY THESE...
Wipeout 2097, Jet Rider 2



COLIN MCRAE RALLY

WORDS AND SCREENSHOTS: PAUL DAVIES

With a rally game you know you're in for action, but none are quite so in your face



COST: £19.99
OUT: NOW

MULTIPLAYER: 1-2
COMPATIBLE: DUAL SHOCK/ STEERING WHEEL



WHAT YOU NEED TO KNOW
Realism can get in the way of enjoyment. In this case it's the fact that *Colin McRae* is so believable that it's such a thrill.

You get a massive buzz racing over loose surfaces and sliding through mud in a 'real' car.

WORD IN YOUR EAR
The tracks in *Colin McRae* are so long and demanding there's no way you're going to survive without the advice of Colin McRae's real life co-pilot, Nicky Grist. He'll warn you about ditches, posts, and hidden corners so all you need to worry about is keeping good time.

WORTH PLAYING?
The realistic approach means it takes longer to learn. In the long-term this means you get much more enjoyment from improving your skills.

computer and video games ★★★★★



COST: £19.99
OUT: NOW

MULTIPLAYER: 1-2
COMPATIBLE: DUAL SHOCK/ STEERING WHEEL



Believe it or not the PlayStation version has more to offer than the PC original

WORDS/SCREENSHOTS: PAUL DAVIES

COMMAND AND CONQUER: RED ALERT

A spot-on conversion of the hit PC game, plus extra levels and better special effects

WHAT YOU NEED TO KNOW
Red Alert plays almost identically to original *Command and Conquer*. Build an army and become the field commander using a simple but versatile control system. The appeal is a new theme, an alternative World War II, which allows for new tools and tactics.

THE SUPPORT BATTALION
Red Alert is significant on PlayStation because it plays like the PC version. The original PlayStation *Command and Conquer* doesn't allow for players to go head to head. *Red Alert* does, via link-up cable with two PlayStations. You don't have to struggle with poor control either, as *Red Alert* supports the PlayStation mouse which makes it far better.

WORTH PLAYING?
You'll make mistakes at first, wondering what all the fuss is about, but you'll love it when a plan comes together.



computer and video games ★★★★



COST: £19.99
OUT: NOW

MULTIPLAYER: 1-2
COMPATIBLE: STANDARD CONTROLLER OR MOUSE



There have been other *Formula One* games since this, but take our word for it, this is the one you want to play

FORMULA ONE '97

WORDS/SCREENSHOTS: PAUL DAVIES

Is this the most realistic, best F1 game ever? It could be

WHAT YOU NEED TO KNOW
When the original *Formula One* first released on PlayStation it raced well and looked great. There have been two updates since then, but neither one bettered *F1'97*.

FINE BODYWORK
The most striking feature about *F1'97* is the attention to detail. You get neat stuff like visor 'tear offs' that get dirty as you race, your brake discs glow orange with friction and you can see the white print on new sets of tyres as you leave the pits.

You get the option to race in Arcade or Grand Prix simulation mode. Most people want to take part in an F1 race without having to worry about stuff like tyre changes, damage to your car and spin outs the whole time in Arcade. Eventually you should get into Grand Prix for the ultimate F1 experience.

WORTH PLAYING?
Take our advice, this is the last great F1 game to be released on PlayStation. Buy it now.



Smash, bang, wallop – there goes another million quid's worth of Formula One racing car

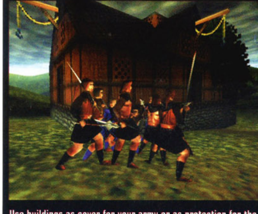
computer and video games ★★★★


PULL-OUT POSTER
computer and video
GAMES
DUNGEON KEEPER 2
The evil Horned Reaper
stars in this classic
strategy game (page 22)



COST: £29.99
OUT: NOW

MULTIPLAYER: 1-12
COMPATIBLE: MOUSE/KEYBOARD



Use buildings as cover for your army or as protection for the Clan leader. If the leader dies, the army is thrown into chaos







All you get to differentiate between the clans is the colour of their kilts. Good odds for the guy in the brown then

BRAVEHEART

Recreate the awesome film and live the life of William Wallace again

WORDS: STEVE KEY **SCREENSHOTS:** EIDOS

WHAT YOU NEED TO KNOW
The game is split up into two main areas of play. The 2D section is where you travel around Scotland from town to town, recruiting or setting up trade alliances to make your clan bigger. The second is the 3D real time fighting where you command your army and take out rival English armies.

NEVER TAKE OUR FREEDOM
There are two goals in *Braveheart*. One is to be crowned ruler of Scotland, the other is to see the total destruction of the English armies. It's down to you to decide of you want to do this by brute force or using your political skill. Forming trade routes with friendly clans can do more to boost your standing than taking over their town.

AMIDST THE CHAOS
The fight sequences can have well over a hundred enemies on screen at once without slowdown. Troops can be told formations, set specific targets or work weapons like catapults. Before you start fighting you can also send in spies to towns to find out their strengths, weaknesses or items they trade.

WORTH PLAYING?
Definitely. On the surface it looks like a boring game to play but actually it's totally the opposite. You can have multiple trade routes up and running as well as some of the most fearful enemies in your clan. It's an extremely well polished game which will have you entertained for weeks, providing you have the patience to get into it. Brilliant.



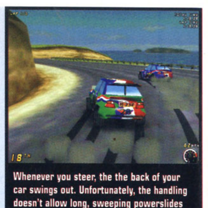
★★★★

IF YOU LIKE THIS TRY THESE...
Any of the Warhammer games is the closest you're likely to get



COST: £29.99
OUT: NOW

MULTIPLAYER: 1-8
COMPATIBLE: MOUSE/KEYBOARD/JOYSTICK/FEED BACK WHEEL



Whenever you steer, the the back of your car swings out. Unfortunately, the handling doesn't allow long, sweeping powerslides

BOSS RALLY

Driving fast cars along dusty tracks has never been so messy

WORDS & SCREENSHOTS: ED LOMAS

WHAT YOU NEED TO KNOW
Boss Rally is practically the same game as the Nintendo 64's *Top Gear Rally*, which was released last year. It's got a bunch of new features to go with its new name, including a big multiplayer mode.

NOT TOP GEAR
Though the tracks and cars in *Boss Rally* are the same as those in *Top Gear Rally*, there are some thrilling extras for PC owners. Our favourite is the ability to taunt while driving – pressing F1 to F4 plays a pre-recorded insult such as "Looooser!" or "It's the pedal on the RIGHT!" in a grating American accent. Combined with the whining engines, comedy beepy horn, and tragic crashing/skidding noises, *Boss Rally* has to be one of the worst-sounding games ever. Its 3D card-enhanced graphics are disgracefully bad too.

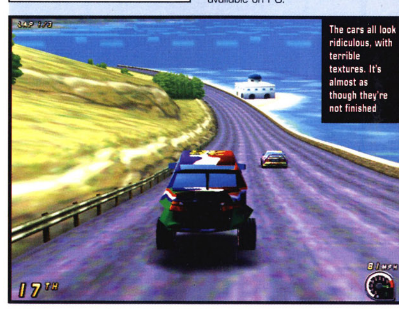
You can race on each course in snow, rain or even at night. The icy tracks are very slippery

WORTH PLAYING?
Boss Rally certainly isn't going to impress your friends – it looks and sounds appaling, and actually isn't a lot of fun to play. While it was made passable on Nintendo 64 with some extra options, it's a complete balls-up of a game when compared to the stacks of quality racers already available on PC.



★

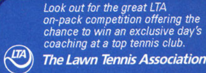
IF YOU LIKE THIS TRY THESE...
Top Gear Rally (Nintendo 64), *Colin McRae Rally* (PC, PlayStation)



The cars all look ridiculous, with terrible textures. It's almost as though they're not finished

TOP PLAYERS, TONS OF DIFFERENT SHOTS...

ONE BIG SMASH

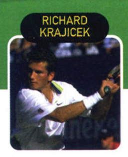




89% N64 PRO

'ALL STAR TENNIS IS AN ABSOLUTE BLAST'

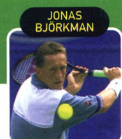
RICHARD KRAJICEK



AMANDA COETZER



JONAS BJÖRKMAN



JANA NOVOTNA





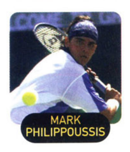
GUSTAVO KUERTEN



MICHAEL CHANG



CONCHITA MARTINEZ



MARK PHILIPPOUSSIS

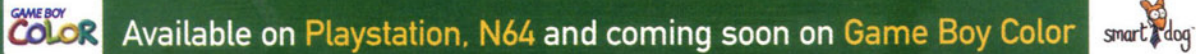


- Featuring an all star cast of 8 top players
- Stunningly realistic gameplay
- Amazing 3D rendered courts in different locations
- Multiplayer option for up to 4 players













www.ubisoft.co.uk

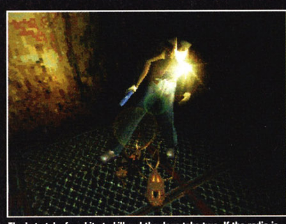

PlayStation
COST: £44.99
OUT: JULY
MULTIPLAYER: NO
COMPATIBLE: MEMORY CARD, DUAL SHOCK
"Whoever had the idea for Silent Hill is in need of some help. Quite a sick puppy indeed"
WORDS & SCREENSHOTS: STEVE KEY
S
© Konami

TO THE SLAUGHTER

Surprisingly, there isn't as much as you'd expect to do in *Silent Hill* and there certainly aren't that many things to kill. You very rarely get more than two enemies at once. However, bullets are sparse so you need to know when to save ammo.



The giant bat things and mutant dogs are the most common enemies as they litter every street in the town of Silent Hill. When you hear a noise like a continuous bell ringing that's your radio emitting static, letting you know enemies are near



The bats take four hits to kill and the dogs take two. If the radio is still giving off signals when you've killed them, walk up to the corpse and hit X to either boot them in the head or stamp on their body to inflict the final death blow



As well as guns, you also pick up a variety of other hand-held items on the way. Everything from a small knife to steel pipe, to a full-on huge hammer can be used to smash up the various zombies and mutants you run into

LENT HILL

Prepare to enter the weird world of horror that's supposed to rival *Resident Evil*

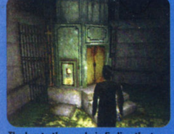
It's being billed as the scariest game ever, which we call tell you straight away isn't true. There's only one big moment that'll make you really jump, compared to the five or six of *Resident Evil*, and the gore content doesn't come close. One thing we can say about *Silent Hill* is it's pretty demented. What starts out as a holiday with your daughter to the town of Silent Hill, turns into a very twisted tale; it's difficult to know what's a dream and what's reality at times. Working out who's the turncoat and who's going to provide the inevitable plot twist is entertaining. While it doesn't have anything that's shout-out-loud shocking, it leaves you thinking whoever conceived the idea is in need of some help. Quite a sick puppy indeed.

INSTANT PLAYER GUIDE

INSTANT PLAYER GUIDE INSTANT PLAYER GU

THE PIANO

The first two instant player sections are to save our sanity as much as yours, since these are the two sections in the game which we'll get the most telephone calls about. If you really want to work them out for yourself, best skip the first two pieces of advice that follow.



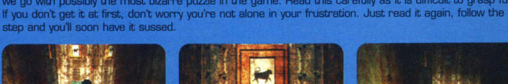
The key to the puzzle is finding the two medallions to enter the clock tower. The gold's easy to work out, but this part was too much for some people



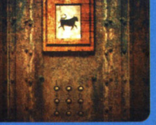
The five birds each represent one of the dud keys that don't make any noise when you press them, so press them in the order shown on the screenshot

SIGNS OF THE ZODIAC

This has recently become the second favourite call from Computer and Video Games readers, so here we go with possibly the most bizarre puzzle in the game. Read this carefully as it is difficult to grasp fully. If you don't get it at first, don't worry you're not alone in your frustration. Just read it again, follow the step and you'll soon have it sussed.



As you walk into the room with all of the pictures on the wall, have a look at the ones with numbers already next to them, and think of limbs



Taurus has four limbs, the scales have two (arms of justice, geddit?) so now when you look at the three which you have to fill in, it should be clear



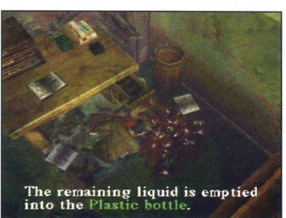
If you still don't get it, then here is the answer. Sagittarius is six (two arms, four legs), Taurus is four (all legs) and Gemini is eight (four for each twin)

MULTIPLE ENDINGS

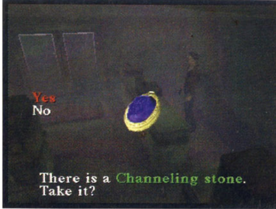
The benefit of playing the game thoroughly only becomes apparent as you get to the final stages of the game. Objects you may not have picked up, or tasks you failed to accomplish, will lead to an all-new (kind of) *Silent Hill.*



There are five different endings to *Silent Hill*, which you'll get depending on how you perform in the game. The fifth is a secret option called Next Fear, which you get by completing the game with a Good+ rating



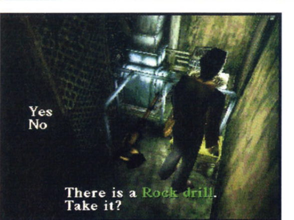
When you visit the hospital for the first time, remember to pick up a plastic bottle in the kitchen and use that to scoop up the liquid behind the desk in the director's room. We won't tell you what it's for, but it's VERY important



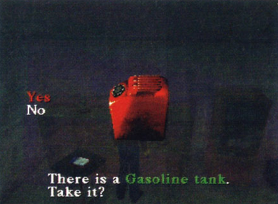
To get the secret ending you need to finish the Next Fear mode and use an item you only get in that, called the channelling stone. You then need to use this at five locations to give you the final and complete ending

EXTRA WEAPONS

Once you finish the game, you're given a screen detailing everything you've done throughout; the amount of kills with weapons and saves used for example. It also gives you a rank, which leads to the discovery of new weapons.



Bad, Bad+, Good and Good+ are the four ranks available, the better your rank the more additions to your arsenal you'll get. The rock drill and chainsaw are the first two



You may have found these but the gasoline needed to power them doesn't become available until you're in Next Fear mode. Even then, you can only use one of these new items



Also hidden in the game is a katana and hyper blaster and getting those is REALLY tough. We think it's something to do with the amount of saves, but don't take our word for it

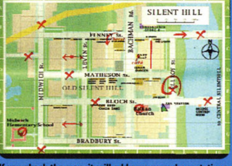
INSTANT PLAYER GUIDE

MAPS

Just a quick one this. The maps are an incredibly helpful and essential piece of kit that you need to make sure you have at every possible opportunity. Here are a couple of pointers, just in case you get stuck along the way.



The maps are always found right at the start of every major level, so look out for them. There's one in the cafe at the start, and one in the reception of the hospital



If you check the map, it will add arrows and annotations once you've been to certain areas. You can check where you've been and what doors are locked, for example

WHAT WE THOUGHT

FIRST IMPRESSIONS

Having been hyped up as the next big *Resident Evil*, to be honest *Silent Hill* can only be described as a let-down. It doesn't better *Res Evil* in any way. It looks nice but the control system lets it down too, especially the supposed auto aim which we found wasted more bullets than ones which actually hit.

NOT EVEN SCARY

There's also the simple fact that it's in no way scary at all. The levels are all too similar and the set piece sections are all too obvious (like rattling cupboards) to make any difference. Some of the conversations between the characters seem so false it ruins any tension.

THE VERDICT IS...

There is no doubting that it is a good game and we recommend you try it. But when you compare it to *Res Evil* as we have throughout this review, and as Konami have by billing it as a horror game, it simply doesn't cut the mustard. Some people will find some enjoyment in this game, but as there isn't as much to do or kill here, I'm afraid it leaves you rather unfulfilled.

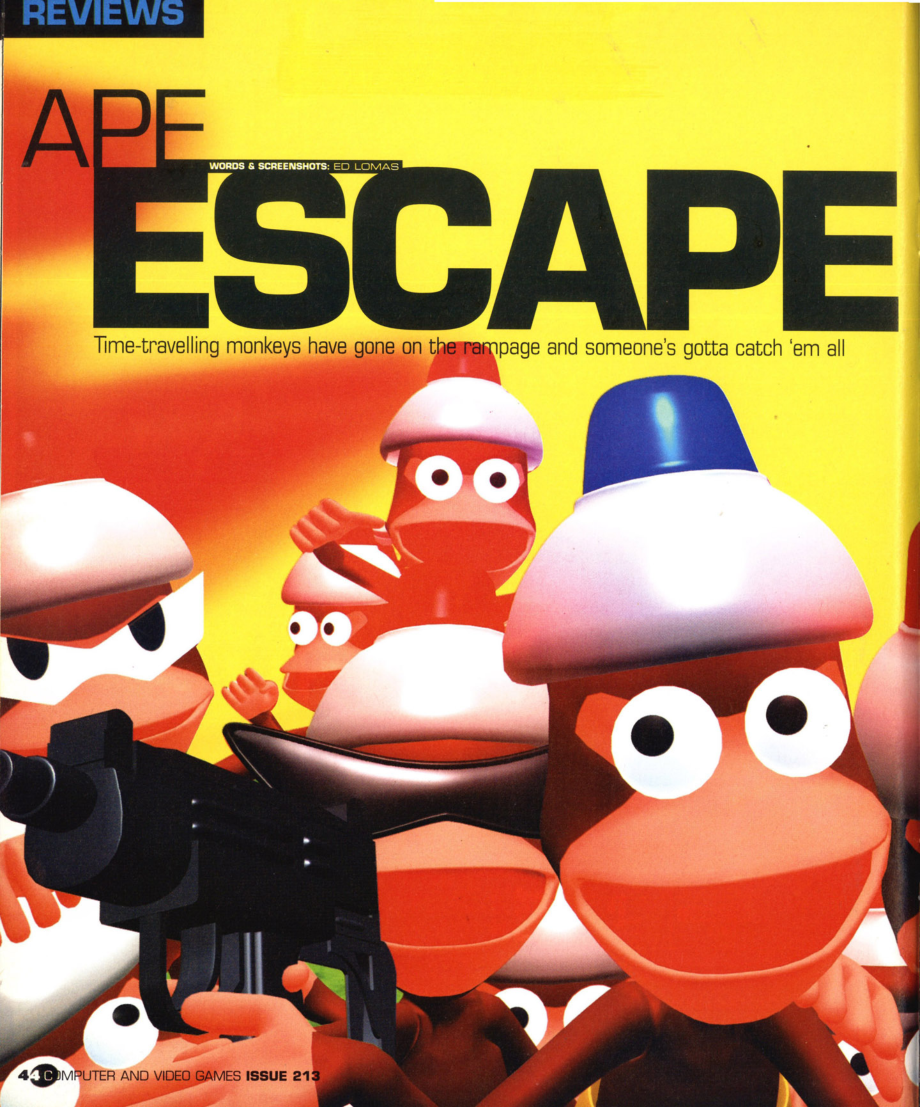


IF YOU LIKE THIS TRY THESE...
Resident Evil 2, Resident Evil: Directors Cut, Overblood

APE ESCAPE

WORDS & SCREENSHOTS: ED LOMAS

Time-travelling monkeys have gone on the rampage and someone's gotta catch 'em all





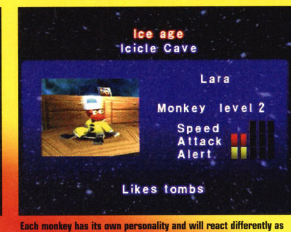
COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE: **DUAL SHOCK/ ANALOG PAD/ MEMORY CARD**

With PlayStation being so popular and enormous amounts of money being involved in each game released on it, developers have become scared of trying out original ideas. *Ape Escape* is an exception – a big budget title from Sony's own designers which uses tons of new ideas in a good-looking 3D cartoon style. It's also the first game to be released which won't work with a standard PlayStation joypad. Instead, you need at least an Analog Joypad – preferably a cool Dual Shock. If you're silly enough to ignore anything which appears even slightly cute, you're going to miss out on a real kick-ass bit of monkey magic from *Ape Escape*.

FUNKYMONKEYS

Each level gives you a target number of monkeys to find and catch, though there are always some you can't get to the first time around. Later on, you'll need to travel back to early stages to get every last ape. Once you've caught a monkey he's added to your Monkey Book, where you can see every last one's name, statistics and personal information.



Each monkey has its own personality and will react differently as you approach them. The colour of the light on their head shows how alert they are – when it goes red, there's a chance they'll attack



There are some quite amusingly-named monkeys to find – Spank (he's losing his sight), Hey-Hey (he's a monkey), etc – and you can even collect Posh's Spicey buddies if you search hard enough

INSTANT PLAYER GUIDE INSTANT PLAYER

CONTROL YOURSELF

Ape Escape is the first PlayStation game to only work with the Analog and Dual Shock joypads and, as such, has an unusual control system. Here's a guide to the basic skills you'll need to learn early on in your quest.



To move Spike around, push the left stick in whatever direction you want to go. The right stick controls your selected item



Pushing the left stick down makes Spike crawl, letting him sneak up on monkeys. Hold the right stick simultaneously to hide



You can assign up to four items at once to any of the four main buttons, letting you switch between them at any time

GO GO GADGET GADGETS

As you work through the game, your professor friend develops new pieces of technology which will help you in your quest to capture all the escaped monkeys. You can switch between these gadgets at any time during the game, and will often need to use a combination to get the trickier apes.



STUN ROD: This standard lightsaber look-alike is used for destroying enemies or stunning monkeys for a few seconds. Always keep it handy



RC CAR: Being small, it can be driven through tiny gaps. Use it to collect distant items, destroy enemies or round up scared monkeys



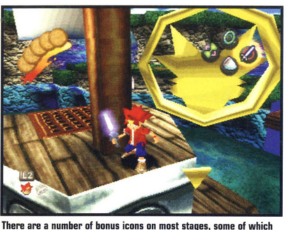
MONKEY RADAR: Scan the area to locate any monkeys, then use the long-distance camera to see their statistics and what they're up to



HULA-HOOP: Spin the right stick quickly to start hula-hooping, letting you run quickly and damage enemies simply by touching them

FREE GAMES INCLUDED

On most stages there are hidden bonus icons to collect, which you can use to open up extra bonus games from the main base. These games are very different to the usual levels and provide a brilliant break from the ape-collecting action. Each one even has its own title screen and set of options.



There are a number of bonus icons on most stages, some of which are deviously hidden. Once you've been given a few new gadgets, it's often worth returning to earlier levels to search for bonuses



The *Ski Kids* bonus game can be played once you collect ten bonus icons. Use the analogue sticks to control each of your rocket skis separately, trying to win on each of the three racecourses



Specter Boxing sees you take control of a monkey in a boxing tournament, with each analogue stick controlling one of your ape's arms. Random swinging will get you nowhere – it's all about timing

'A real kick-ass bit of monkey magic'

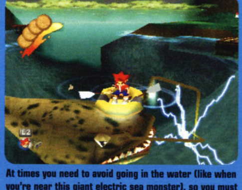
INSTANT PLAYER GUIDE

CONTROLS... CONTD

Water plays quite a big part in many stages throughout the game (especially the Jungle River section) so learning how to swim is very important. And whatever you do, don't forget to keep an eye on your air gauge in the top-right corner of the screen, otherwise you'll drown.



Holding the R1 button makes your mini engine power you along underwater, while pushing the left stick down makes you dive. Push the right stick to fire monkey nets



At times you need to avoid going in the water (like when you're near this giant electric sea monster), so you must use a rowing boat. Rotate the sticks to move the oars

WHAT WE THOUGHT

MONKEYS ARE FUNNY

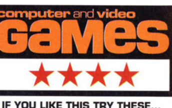
Ape Escape is very light-hearted, with amusing set-pieces and comedy monkey names to keep you smiling even when you can't catch that last damn dirty ape.

CLEVER CONTROLS

The Dual Shock-only controls work brilliantly once you get used to them. Being able to move and use items independently makes a lot of sense, and means you must learn different skills for different items – rotating the sticks to 'row' the oars of a boat is an excellent idea.

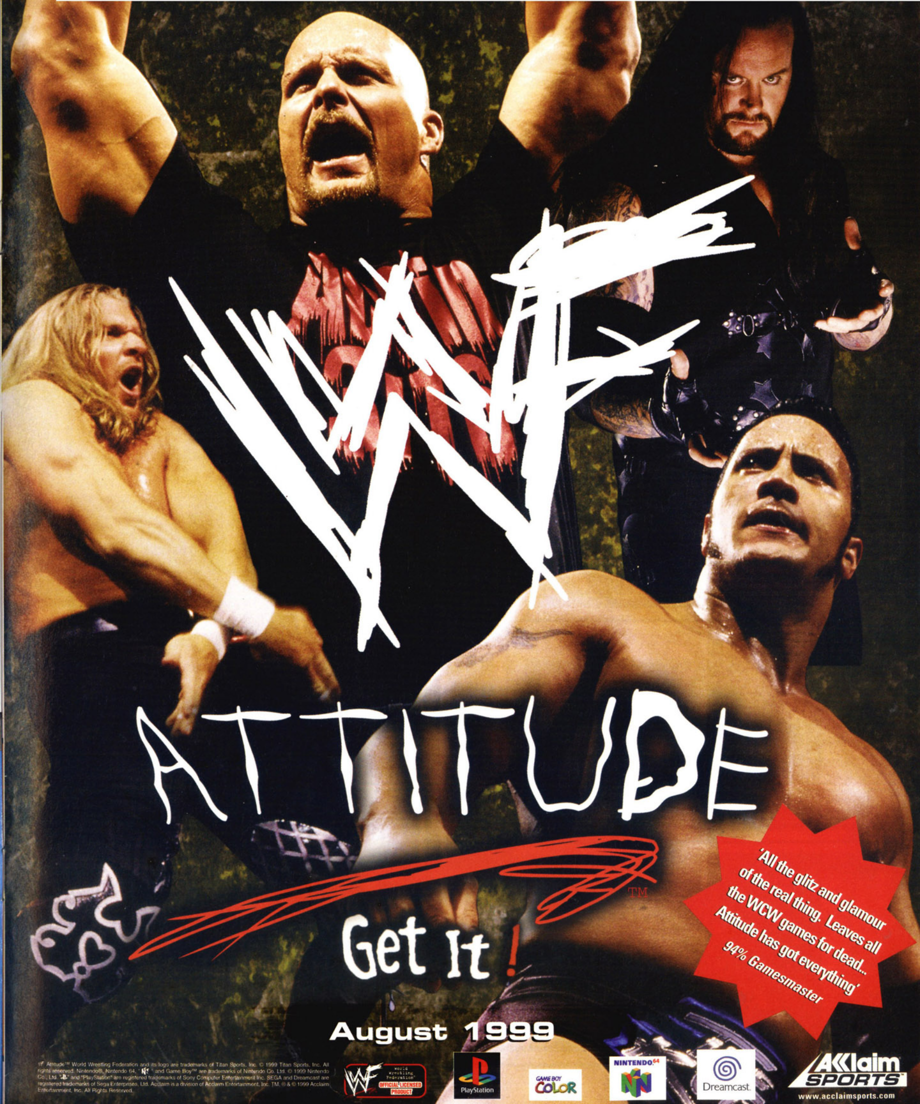
LOADS TO DO

The game eases you into the action nicely and teaches you all the skills you'll need on the way. Once you've finished all the stages (and there are tons to get through) there's still lots to do, with extra monkeys and bonus icons to find. The bonus games are more than quickly knocked-up afterthoughts, and provide many more hours of fun. Though it's frustrating in places, *Ape Escape* is a game which will appeal to all kinds of people – it even provides just the kind of challenge really experienced game players have been crying out for.



★★★★

IF YOU LIKE THIS TRY THESE...
Abe's Exoddus, Jumping Flash 2


ATTITUDE
TM
Get It !
'All the glitz and glamour of the real thing. Leaves all the WCW games for dead... Attitude has got everything'
94% Gamesmaster
August 1999
Attitude™ World Wrestling Federation and its logo are trademarks of Titan Sports, Inc. © 1999 Titan Sports, Inc. All rights reserved. Nintendo®, Nintendo 64, " " and Game Boy™ are trademarks of Nintendo Co. Ltd. © 1999 Nintendo Co., Ltd. " " and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. SEGA and Dreamcast are registered trademarks of Sega Enterprises, Ltd. Acclaim is a division of Acclaim Entertainment, Inc. TM, ® & © 1999 Acclaim Entertainment, Inc. All Rights Reserved.
OFFICIAL LICENSED PRODUCT
PlayStation
GAME BOY COLOR
NINTENDO64
Dreamcast
Acclaim SPORTS
www.acclaimsports.com

THE NEXT

WEEK 1
14th-20th July

15th July

STAR WARS THE PHANTOM MENACE

The biggest film of the decade, make that ever, opens today. Everyone will be going to see it. Go see, then relive it by playing *Episode I Racer* at home.



16th July

SILENT HILL

Complicated horror story screams and kicks its way into the shops today. Reviewed Issue 213. £44.99 on PlayStation

computer and video Games ★★★

WEEK 2
21st-27th July

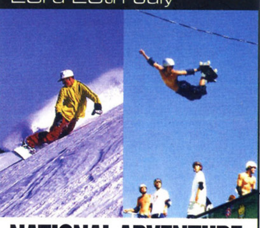
23rd July

OMEGA BOOST

Float your way through space with a jet-pack on your back and blow everything up that gets in your way. Out today on PlayStation. £34.99.



23rd-25th July



NATIONAL ADVENTURE SPORTS WEEKENDER

Will feature skateboarding, inline, windsurfing, snowboarding pro display, bunjee, BMX, stunt team and loads more including a 28ft ejection seat. 200 exhibitors with all types of gear to sell. At the Royal Bath and West Showground. Day ticket: £8.50, weekend including camping £13.50. Credit card hotline: 0115 912 9000. www.globaledl.com

WEEK 3
28th July - 3rd August



30th July

XS99

The world's largest extreme sports participation event. 20 sports, two-day music festival, camping. Try new sports out for yourself. Donnington Park, Derby. Call 0990 344 444. www.xsclub.com

30th July

AUSTIN POWERS 2: THE SPY WHO SHAGGED ME

Fed up with everyone still going on about Star Wars. Go to see Mike Myer's latest comedy today - it's probably the funniest thing you'll see this year

WEEK 4
4th - 11th August

6th August



SOUL REAVER

Another game you should have been playing by now, but it slipped. Reviewed Issue 212. £44.99 on PlayStation.

computer and video Games ★★★★★

7th August

computer and video Games MILLENNIUM CHALLENGE

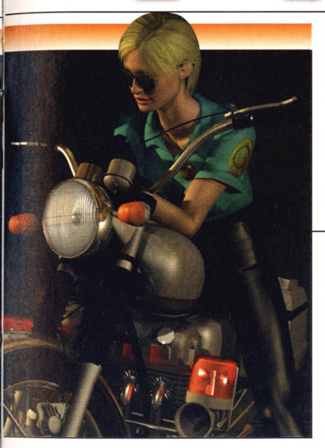
Play Dreamcast for free. See page 12. Gateshead: HMV, Cameron Walk, Metro Centre. Newcastle: HMV, 56 Northumberland Street.

7th-22nd

ALTON TO[...] SUMMER SPEC[...]

To add to the normal attractions, there will be a free action-packed show, every day in the evening, with jet bikes, motorboats, and microlites. Call 0990 204060.

4 WEEKS ...WHERE TO FIND IT



16th July
R-TYPE DX
Diet-sized version of a classic shooter, on Game Boy Color



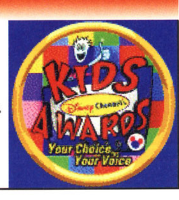
The best thing on Game Boy Color so far in '99

17th July
ON THE BOX
Gamers on ITV, 12.30am and Sky throughout the weekend. *Pokémon* on Sky, 9am. Every day during the week, 8am.

17h July
computer and video Games MILLENNIUM CHALLENGE

Play Dreamcast for free. See page 12 for full details. Leeds: HMV, 1 Victoria Walk, Headrow Centre. Be there and play Sega Rally 2, first.

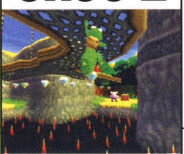
23rd-25th July
DISNEY CHANNEL KIDS AWARDS
12 live tour dates around the country, from Glasgow to Bournemouth. Live music, games and prizes. Vote for your fave band and TV program, etc. Cost £7.50 (call 0870 1200140). www.disney.co.uk/disneychannel



24th July
ON THE BOX
Gamers on Sky (Rapture TV) throughout the weekend. *Pokémon* on Sky, 9am. Every day during the week, 8am.



30th July
CROC 2



Croc 2 should have been in the shops four weeks back, but it was delayed. Fingers crossed for today, it should be there right now. Reviewed Issue 212. £39.99.



31st July
ON THE BOX
Gamers on Sky throughout the weekend. *Pokémon* on Sky, 9am. Every day during the week, 8am.

31st July


Play Dreamcast for free. See page 12 for full details. Aberdeen: HMV, 11-12 Union Bridge. Glasgow: HMV, Unit 5-6 Lewis's Building, Argyle St.

August
WERS TACULAR

7th August
ON THE BOX
Gamers on ITV, 12.30am and Sky throughout the weekend. *Pokémon* on Sky, 9am. Every day during the week, 8am.

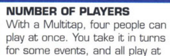
9th-13th
ECLIPSE FESTIVAL
Happy Mondays and 808 State plus loads of DJs including Danny Rampling, Paul Oakenfold, and Judge Jules will be playing. Call 0161 832 1111.

11th August
ISSUE 214 ON SALE
Turn to page 101 now for the full low-down on the next issue of Computer and Video Games.

MULTIPLAYER GAMES

When you've been out in the sun all day playing footie/cricket/swingball/whatever and have a serious ice pole-induced headache, move indoors with some mates for a bit of multiplayer gaming. Here are ten of the best for whiling away those long summer evenings.

INTERNATIONAL TRACK & FIELD
PlayStation £19.99



NUMBER OF PLAYERS
With a Multitap, four people can play at once. You take it in turns for some events, and all play at once in others.

WHAT DO I HAVE TO DO?
Compete in 11 events, trying to win as many medals as possible. Crazily fast button-tapping skills and perfect timing are needed if you're going to break world records here.

HOW COMPETITIVE?
The eight seconds or so of the 100 Metres is some of the most competitive gaming time you'll ever spend.

SATISFACTION GUARANTEED
Watching a friend grimacing and gurning like a loon as they concentrate intently on bashing the buttons as quickly as possible.

MULTIPLAYER RATING
Though some events are tricky the first time through, this will soon become a favourite for quick multiplayer sessions. You'll be playing this one for years to come.







SATURN BOMBERMAN
Saturn (PlayStation, PC, Mega Drive, Super NES, Nintendo 64 variations also available) £19.99

© Hudson

NUMBER OF PLAYERS
Up to five people can play with one Saturn Multitap, but if you've got enough pads and friends you can get 10 people playing on a special miniature level.

WHAT DO I HAVE TO DO?
Drop bombs in grid-style levels to blow up all the other players. Power-ups give you more powerful bombs, and kangaroo-style Louies give you extra skills.

HOW COMPETITIVE?
The action can get extremely frantic, and personal grudges will soon develop between players who keep running into one another.

SATISFACTION GUARANTEED
Trapping a friend in a corner with two bombs, then watching them wriggle helplessly until the timers run out and blow them to pieces.

MULTIPLAYER RATING
The Saturn-only ten-player mode is a novelty not many people will get to experience, but things are just as fun with four players.

The arena shrinks as your time runs out

SUPER MARIO KART
Super NES (N64 variation available) £19.99

NUMBER OF PLAYERS
The Super NES version allows two people to play at once, but 'winner stays on' matches with a gang of friends are always brilliant. Up to four can play *Mario Kart 64*.

WHAT DO I HAVE TO DO?
Drive your go-kart around the circuits, picking up weapons to help you get that first place. In battle mode, just hit your opponent three times to burst their balloons.

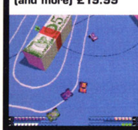
HOW COMPETITIVE?
Although it looks cute, *Super Mario Kart* is arguably the greatest racing game ever. Master the karts, learn the circuits, then settle down for a lifetime of intense competition.

SATISFACTION GUARANTEED
Getting a turbo mushroom towards the end of the Luigi Circuit race, then using it to make the tricky shortcut, stealing first place right at the line.

MULTIPLAYER RATING
Super Mario Kart is the best multiplayer racing game in the world. *Mario Kart 64*'s four-player mode is fun, but not on the same kind of scale.

MICRO MACHINES V3
PlayStation, N64, PC (and more) £19.99





NUMBER OF PLAYERS
There are modes designed for one, two, four or even eight players at once – two people play on each joypad at the same time.

WHAT DO I HAVE TO DO?
Race tiny toy cars around the house and garden, trying to get enough distance between you and the other players that they get forced off the screen.

HOW COMPETITIVE?
Good players will be able to race neck-and-neck for ages and there are plenty of opportunities for using dirty tricks to knock people off their line and out of the race.

SATISFACTION GUARANTEED
While riding a sponge raft across a sink, knock all the other players into the water then ride across, honking your horn all the way.

MULTIPLAYER RATING
The variety of courses and vehicles means you'll never get bored of the *Micro Machines* games (*Micro Machines 2* on Mega Drive is the best of the lot, plus it has two extra joypad ports in the game cartridge itself).

WORMS
PC CD-ROM, Saturn, Super NES, Game Boy, PlayStation, £19.99



NUMBER OF PLAYERS
Up to four teams of worms can compete in one battle and you can have four people on each team if you want. You take it in turns so you only need one controller, too.

WHAT DO I HAVE TO DO?
Command a team of hardcore worms in battle, choosing their positions, weapons and tactics. Make sure you give them hilarious names before you start though.

HOW COMPETITIVE?
You can get quite attached to certain worms, and will want to exact vicious revenge on anyone who dares kill your favourite. It may be slow-paced, but *Worms* is certainly intense.

SATISFACTION GUARANTEED
Placing a grenade perfectly so that it hits your opponent's prize worm, knocking him squealing down a hill (hitting four mines on the way) to his comedy death.

MULTIPLAYER RATING
Worms' sense of humour is painfully tragic, but ignore the lack of style and you'll have a fantastic time. Four people can play with just the one controller if you want, too – great if you're poor.

MULTIPLAYER RATING

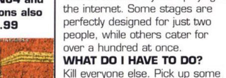
We've awarded each of these games a number of smiley faces to indicate just how great they are in multiplayer mode, rather than give them an overall rating. The more happy people you see with a game, the more fun you and your mates are likely to have if you have a multiplayer session on it. But we recommend you check all these out anyway.



- ☺☺☺☺☺ **Get everyone round, this is the absolute business**
- ☺☺☺☺ **As mutliplayers go, you and your friends will enjoy it**
- ☺☺☺ **Good, but there is better out there worthy of your time**
- ☺☺ **Your mates won't thank you for wasting their afternoon**
- ☺ **Forget it, you're better of playing with yourself...**

QUAKE

PC CD-ROM (N64 and Saturn variations also available) £19.99



NUMBER OF PLAYERS
There's no limit if you're playing on the internet. Some stages are perfectly designed for just two people, while others cater for over a hundred at once.
WHAT DO I HAVE TO DO?
Kill everyone else. Pick up some guns, some armour, and blow whatever you can out of everyone else more times than they do you. Pure, simple gameplay.
HOW COMPETITIVE?
Some people take *Quake* a bit too seriously, but with almost unlimited scope for learning new techniques there's a hell of a lot to play for. Making other players scream with frustration is very entertaining.
SATISFACTION GUARANTEED
Collecting the Quad Damage and wiping out ten players in as many seconds. The gurgling noises and flying torso chunks will bring a smile to even a pacifist's face.
MULTIPLAYER RATING
Because *Quake* is such a simple yet perfectly-tuned game, players' personalities show through in their playing styles. Even over the internet, this is the most personal and skilful multiplayer game in the history of the world.
☺☺☺☺☺

STREET FIGHTER ALPHA 3

PlayStation, Arcade, Dreamcast (many other variations also available) £44.99

© Capcom

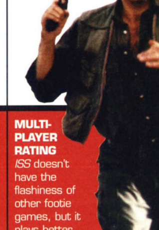
NUMBER OF PLAYERS
Two people go head-to-head at once, but the *Street Fighter* series is known for its 'winner stays on' brilliance. Even watching other people play is fun.
WHAT DO I HAVE TO DO?
In a best-of-three rounds fight, knock out your opponent with special moves and attack combinations.
HOW COMPETITIVE?
Street Fighter 2 changed fighting games forever, and the series has improved massively since. It's faster, has more characters, more moves and more scope for winning – with style!
SATISFACTION GUARANTEED
Finishing someone with a massive 20-hit Super Combo. Or finishing them with an Alpha Counter. Or even finishing them with an annoyingly-weak jab to the shins.
MULTIPLAYER RATING
If two closely-matched people are playing, *Street Fighter* sessions can go on for hours and hours and hours – and be fantastic fun for every second. Everyone should learn at least one *Street Fighter*.
☺☺☺☺

The Sonic Boom – a *Street Fighter* fave

GOLDENEYE

Nintendo 64 £49.99

NUMBER OF PLAYERS
Four people can play at once, either all against one another, in pairs, or (in some game modes) with three players ganging up on one poor soul.
WHAT DO I HAVE TO DO?
At its most basic level – shoot everyone else. There are loads of variations on the normal deathmatches, including favourites like Capture The Flag.
HOW COMPETITIVE?
Shooting friends is always going to bring out your competitive side – especially if you're playing with One-Hit Kills mode on.
SATISFACTION GUARANTEED
Following someone around the level for ages, then shooting them the split-second they turn round and see you standing there.
MULTIPLAYER RATING
On a small TV the four-player split-screen graphics are a bit fuzzy and awkward to see, but with so many options and characters to play with you won't get bored. Even if you tire of the standard game modes it's easy to invent your own rules for special comedy deathmatches.
☺☺☺☺



ISS PRO '98

PlayStation (Nintendo 64 variation available) £44.99



NUMBER OF PLAYERS
ISS Pro '98 on PlayStation only lets two people play at once, unfortunately, but the Nintendo 64 games (*ISS 64* and *ISS '98*) allow up to four to compete at a time.



WHAT DO I HAVE TO DO?
It's a football game – you kick the ball into the opposing goal more times than they kick it into yours. This is a revolutionary idea.
HOW COMPETITIVE?
Scoring a quality goal in *ISS* will make just about anyone spontaneously run round the room, shouting and screaming in the face of the other player. So, yes – it's fairly competitive.
SATISFACTION GUARANTEED
Having your star forward make a mockery of the other team's defence, then chip the ball over the advancing keeper's head.
MULTIPLAYER RATING
ISS doesn't have the flashiness of other footie games, but it plays better than them all.
☺☺☺



NHL '99

PlayStation, PC CD-ROM (Mega Drive and Super NES variations also available) £44.99

NUMBER OF PLAYERS
With a Multitap, up to four people can play at once. Because there aren't so many people on an ice hockey team, you don't need to change players as often as in other sports games.
WHAT DO I HAVE TO DO?
Speed around on the ice, trying to slam a solid disc past a heavily-armoured goaltender at over a hundred miles an hour. And beat the flaming heck out of all opposing players on the way.
HOW COMPETITIVE?
Because it's possible to smack into other players and even start fights, the temptation is always there when you get frustrated. Real-life physical violence between angry players is also possible.
SATISFACTION GUARANTEED
Winding up your opponent's star player until he starts a fight, then handing him the beating of his life so he has to lie dribbling in hospital for the rest of the game.
MULTIPLAYER RATING
The high-speed, violent yet skilful action means match-ups can get extremely heated. Great if you've got a point to prove.
☺☺☺



Go on – hit him! Harder! Go for the eyes


PULL-OUT POSTER
computer and video
GAMES
LARA CROFT Now in ads for cars and soft drinks. Drives you crazy, makes you thirsty for action!





BUY MORE GAMES PAY LESS MONEY

Want to know where the cheapest deals on the best games are? We've done the work for you, welcome to bargain city

WORDS: PAUL DAVIES **PHOTOS:** GUS GREGORY

This is officially your best opportunity to buy games. In fact it's even better than that, since if you know where to shop you can pick up a console for little more than the cost of a full-price game. Double bargain.

This month Computer and Video Games checked out major stores up and down the land to hit on the best deals around. We have highlighted options that we think would suit most people's tastes. Though you should also read through the small lists we've made of games we personally think are a steal. Go for it.



WHAT'S PICK AND MIX?

The Comet Pick and Mix is a range of games for you to choose from when you buy a console. It includes big titles like *Tomb Raider III* and *World Cup '98*, but changes all the time.

WHAT? A NEW CONSOLE FOR £50

First up it's worth considering the other machine. Don't tell us you've never thought of buying into what the opposition is offering, there have been too many great games on only Nintendo or PlayStation not to.Here's what we consider to be the best deals on consoles.

NINTENDO 64



SLIMLINE OPTION
£49.99 at MVC
This was the deal that struck us right between the eyes. We seriously recommend you choose this option next time you have 50 notes to spend on yourself. Available while stocks last.

BEST FOR VALUE
£99.97 at Comet
Comes with *Mario 64* or *Goldeneye* plus any Pick and Mix game
You're getting one game for minus two pence – the Official Nintendo Hardware Pack is normally £99.99 and only includes *Mario 64* or *Goldeneye*.

BEST FOR QUALITY
£134.98 at HMV
Hardware Pack, plus any game costing £34.99 or more. You get a a free Player's Choice game of your choice
This one is for treasure hunters who want to make sure they get only the blockbusters.

PLAYSTATION



SLIMLINE OPTION
£89.99 at Computer Exchange
You can secure a Dual Shock pack from Computer Exchange by mail order. At £89.99, it's a bargain.

SOME BAGGAGE
£99.99 at Blockbuster
The machine is full price but you get £50 of rental vouchers, which is a fantastic deal.

BEST FOR VALUE
£119 at Comet
PlayStation plus two Pick and Mix games.
Choose from *Tomb Raider 3, World Cup '98, Abe's Exoddus,* and *Premier Manager '99.*

BEST FOR CHOICE
£134.98
PLAYSTATION PLUS ANY GAME COSTING £34.99 OR MORE YOU GET A FREE PLATINUM GAME OF YOUR CHOICE
You're getting a free Platinum game, which is a good deal. It's more costly than Comet, but the choice of games is yours.

PLAY GREAT GAMES AT POXY PRICES

NINTENDO 64 GAMES

The best time to stock up on N64 games is when you first buy the machine, as there aren't so many bargains when you're just buying software. After trawling the high street, the best all round prices that we could find were at HMV, who have a special Nintendo 64 campaign starting in July.

- **BUST A MOVE 2 £17.99**
Second in a brilliant series of puzzle games offers much the same thrills as *Bust a Move 4*.
- **FORSAKEN 64 £19.99**
Cool *Quake*-style game, in which you fly through 360 degrees to challenge the enemy.
- **INTERNATIONAL SUPERSTAR SOCCER 64 £19.99**
There's an updated version out there but the original plays just as well in most respects.
- **TUROK: DINOSAUR HUNTER £19.99**
Brilliant first-person adventure. Better than the sequel in terms of drama. And price.
- **WETRIX £17.99**
Great puzzle game that stupid people have ignored, which has allowed this bargain price.
- **WWF WARZONE £22.99**
Looks and plays almost the same as *Attitude*, minus a few moves and options. A steal.

PLAYSTATION

The best deals around for PlayStation are at Our Price and Virgin. You can pick up two Platinum games for £30 at Virgin while Our Price have a small selection of high-profile titles at two for £40. Here are the ones that we think are stand-out mega deals.

- **DRIVER £39.99 including-memory card at Blockbuster**
You need a memory card for PlayStation, no matter what. So getting one free when you buy this ace new stunt-driving game is like getting this brilliant game for half price.
- **ABE'S EX ODDUS 'Two for £39.99' at Our Price**
Second platform game in which your character talks to others using a system called Game Speak.
- **FINAL FANTASY VII Two for £29.99, Virgin**
Epic RPG featuring some of the best graphics on PlayStation, and a plot that betters most new Hollywood releases.
- **COLIN MCRAE RALLY Two for £29.99, Virgin**
Ranks in the top three PlayStation racers. It's more realistic than Gran Turismo, and more exciting.



CIVILISATION II
Expand your horizons at a low risk cost. In-depth strategy that will have you hooked for months.
£39.99 at Our Price

SUPER MARIO 64
Challenging, and always wonderful to look at. Get this even if you own *Banjo Kazooie*.
£34.99 on Player's Choice, or part of HMV's hardware deal.

RIDGE RACER TYPE 4
Offers the best graphics in the racing game, supported by demanding but fun game play, and a great original sound track
£29.99 at Our Price.

TOMB RAIDER III
The most outstanding game in Comet's Pick and Mix. An essential part of your collection.
Included with Comet's Pick and Mix deal.

GOLDENEYE 007
The reason PlayStation owners are secretly so jealous of N64. This game has no equal.
Comes as part of Nintendo's Hardware Pack, or Comet Pick and Mix.



WAKE UP!

Finding the best deals is no mystery. Resist impulse buying and take ten minutes instead of five patrolling the high street. So get to it. While you're at it, write and let us know of any great deals you think Computer and Video Games readers should know about. Mail your letters to: BUY MORE PAY LESS, Computer and Video Games, Angel House, 338-346 Goswell Road, London EC1V 7QP.

BODY HARVEST
Huge sci-fi adventure with lots of puzzle elements included. An amazing, epic quest.
£19.99 on Platinum.

LYLAT WARS
The best space battle game with asteroid fields, enemy bases and immense alien bosses.
£34.99 on Player's Choice, or part of HMV's hardware deal.

TOMB RAIDER II
This series gets better with each installment. Part II is a great introduction to Lara though.
£19.99 on Platinum.

MARIO KART 64
Simply the greatest four-player racer in the world. A must have for any N64 collection.
£34.99 on Player's Choice, or part of HMV's hardware deal.

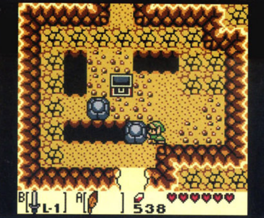
PREMIER MANAGER 99
Get this massively popular football management game as part of Comet's Pick and Mix.
Included with Comet's Pick and Mix deal.

ISS PRO, PLAYSTATION
Computer and Video Games readers voted this their favourite football game.
£19.99 on Platinum.

WAVE RACE 64
You can almost feel the spray as you bounce along realistic waves in this superior racer.
£34.99 on Player's Choice, or part of HMV's hardware deal.

WHAT YOU NEED TO KNOW

Is something about the world of video games confusing you? Don't worry – Computer and Video Games' team of experts will be able to sort you out, no matter what your problem. Send all your gaming queries to the address at the end.



Link's classic Game Boy adventure is still causing problems for some

The first game to feature 'Carol Vorderman' as a cheat code

DIE HARD TRILOGY

I've got to the third bomb car in *Die Hard with a Vengeance*, the one with the hotdog on top. After that I can't find the next bomb. Please help me. Yours sincerely,
David Tagg, Edgware, Middx.

Try out some of these cheat codes to help you find or skip past the place where you're stuck. Remember, to use them you need to pause the game and hold R2 while entering the desired code.

Circle, Circle, Square, Square, Down, Down, X, X = 999 turbos. Left, Circle, Up, Down, Square, Right = Infinite lives. To deactivate the clock, giving you time to find the next bomb, use the first controller and pause the game. Then hold the R2 button and press Right, Up, Down, Square. Some numbers will appear on screen, so then you need to hit Start on the second pad and it will say, 'Hit Triangle to toggle the game clock.' Now you can press Left or Right on the d-pad of controller two to skip levels, Circle to advance to the next bomb and Square to reset the game.

LEGEND OF ZELDA DX

I'm completely stuck on the Game Boy Color version of *Zelda*. I can't get the second nightmare key and I've been trying for weeks. I know I've got to make the floor pattern the same by putting the blocks together, but the blocks won't budge. Please can you help?
Philip Herrod, Alvaston, Derby.

The blocks have nothing to with this puzzle, it's to do with the order in which you kill the enemies in the room. Push the blocks so the trapped enemy is released, and throw the pots at that to kill it. Now use your sword to kill the bat, and then the final enemy (the Stalfos) in the room. Once they're all dead, the nightmare key will appear.

WARZONE 2100

I'm having a spot of aggro on the PC version of *Warzone 2100* and thought you might be able to help. I'm on Rickies Level 8 where you have to research the missile launch codes, but I just can't do it as he keeps on destroying my research centre. Please help me.
Richard Berry, Birmingham.

Try out these cheats, Richard. First make a shortcut from your Windows desktop (just right click with the mouse and you'll see the option) with the command line 'warzone.exe -ImACheatingScallyWag' then use the following codes in the game.

CTRL + M	Skip mission.
CTRL + N	Power boost
CTRL + G	Reveal all map on radar
CTRL + X	Instant research
Carol Vorderman	Sound sample
Hallo Mein Schatz	Mission skip
Normal	Change skill level to normal
Easy	Change skill level to easy
Hard	Change skill level to hard

computer and video Games GUARANTEED WINNERS

A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

NINTENDO 64



■ STAR WARS: EPISODE I RACER
An additional tip to the mountain of cheats you have in the Masterclass elsewhere in the mag. Start a new game and when you come to enter your initials, hold Z. Instead of pressing A to input a letter use the L button. When doing this, the letters you are inputting will flash in the bottom of the screen. Now enter the name RRDEBUG. While still holding Z, go highlight end and hit L. Then enter your initials the normal way and during any race, press the start button and press Left, Down, Right and Up and the debug menu will appear.

■ WWF ATTITUDE
Check out this huge batch of cheats to make loads more secret characters selectable. Once you've won the WWF Title in Career or Challenge mode with Normal or Hard difficulty to get these wrestlers, complete it with:
- Al Snow to enable Head
- Steve Austin to enable Vince McMahon
- Triple H to enable Chyna
- Chyna to enable Test
- Any female created player to enable Sable
- Any male created player to enable Shane McMahon
- Billy Gunn/X Pac/Road Dogg to enable Shawn Micheals
- HBK to enable Sgt. Slaughter
- Undertaker/Kane to enable Paul Bearer
- D-Lo/Mark Henry to enable The Godfather
- Goldust to enable Marc Mero
- Owen Hart/Jeff Jarrett to enable Jerry Lawler
- Jerry Lawler to enable Brian Christopher

Winning the WWF title as Val Venis will give you


How to make sure you get the best endings for *Silent Hill*



Check out our tips to make your free kicks totally unstoppable


One of the many tricky sections of *Abe's Exoddus* gets solved

BREATH OF FIRE 3

HELP ME! I have reached Space Station Myria and a part called Eden, where I met Teepo. After I am separated from my party, I get stuck. There is a Dragon Statue which says, 'Bow down and pray before me... I will show you the way when your heart and mind are one.' I just can't solve this one.
Jaime Palmer, Havant, Hants.
We're not sure which bit exactly you're talking about, but here is what we think is the answer. If it isn't, write to us again with a more detailed explanation and we'll sort it out for you. Talk to the statue, then stand still and wait until Ryu starts his idle animation. Then talk to the statue again and it will tell you to go ahead. Don't bother and instead read the left plaque, then go down and left – towards the chest. You'll fall into a pit and can carry on from there.
● Thanks to Fritz Fraundorf for the info.

SILENT HILL

I have recently purchased the import version of *Silent Hill* and am stuck on a puzzle. I've read in places about the different endings and seeing as I got a Bad rating the first time I played, I was wondering why this is. I thought I had completed everything in the game, but obviously not. Can you shed some light?
Paul McSwegan, Aberdeen.
Warning! Potential game spoilers ahead!!!! As we've touched on in the review, the key to getting the better ending is by finding the plastic bottle and the smashed vial of liquid. The bottle is in the kitchen and the vial is in the director's office in the normal hospital. Once you've got that in your possession, you need to throw it at Cybil at the end of the game to make her human again. This will give you the good ending, so you can carry on from there.

ISS PRO '99

Because you keep harping on about this game I went out and bought it. I have to say that I'm quite impressed, but there's one aspect I need to improve on and that taking free kicks. I'm guessing that someone there has a tactic to help me so can you spill the beans? Thanks.
Neil Watford, Tyddgote.
Try some of these free kick techniques out:
1. If you have a kick that's about 40-45 yards away, then there's no point in shooting. Instead, use the Circle button and chip a 60% power kick into the box. This should land around the penalty box. One of two things can happen now. The goalkeeper will either come rushing out to punch the ball away – so you hit Shoot to loop it over him into the net. Or, he'll stay on his line and you need to hit X to cushion a header down to your striking partner.
2. If you're within shooting range, first make sure you have a player who's going to curl the ball away from the keeper. Check your formation before you take the kick to see who's going to shoot and then just move the ball onto a player with a different shooting foot. Now move the player so that you're about a centimetre away from the post farthest away from the goalie. Now hold Down on the d-pad and use a three quarter power shot and it'll lift over the wall and into the top corner.
3. If you still can't manage the shot from a free kick, simply hit a low pass into the area to find an open man. If you can get a shot off with him, great, but otherwise roll it to another man either side who should have more space. Good free kicks come from lots of practice.

ABE'S EXODDUS

I've just got to the second disc on *Abe's Exoddus*, and have become stuck already. I've entered the Slig barracks and gone through the first path, but now I'm stuck. There's a Slig patrolling along two screens, with an electric current active on a platform above him and a lever to shut it off where he patrols. On the next screen there's another Slig who simply turns left and right on the spot right next to the exit door. Please help.
Duncan Johnson, Solihull.
As far as we can remember, the best way to complete this section is to wait until the Slig leaves the first screen, then roll up to the switch. Pull it and roll back into the shadows you came from and wait for him to leave again. Now do a running jump onto the ledge above and go onto the next screen. Now roll from here off the edge of this ledge, and you'll hang onto the platform with the door on it. Wait until the Slig under the ledge is just about the turn away from you, haul yourself up and then do a running jump onto the ledge.

extra costumes in the female create a wrestler section, provided you won in Normal or Hard difficulty mode. The same applies for Mankind, but you get more male costumes. To get more hairstyles for the create section, again finish the WWF championship but this time as The Rock. The final tip is to get the No Wimps mode. Finish the WWF Title using the characters Faaroq or Bradshaw.

PC CD-ROM

■ STAR WARS: EPISODE I THE PHANTOM MENACE
During the game press Backspace, type the code in the red box, then hit Enter. Most cheats can be turned off by entering the code a second time.
● from above – switches between top view camera perspective.
● naughty naughty – moves to the over-the-shoulder camera view.
● perf – toggles wireframe mode
● 60fps – toggles between displaying 60 and 30 animation frames per second.
● perfection – makes Obi-Wan or Qui-Gon Jinn deflect blaster shots perfectly back to the source.
● slowmo – enables the Super Slowmo Mode.
● turntables – makes the Jawas in Mos Espa really big.
● i like to cheat – gives you all the weapons with full ammo if applicable. Only works a few times per game.
● give me life – fills up your health to 100%. Only works 5 times per game.
● i rule the world – raises the



difficulty level
● i stink – lowers the difficulty level
● kill me now – drain all your health.
● drop a beat – wobble vision.
● iamqueen – play as the Queen.
● iamquigon – play as Qui-Gon Jinn.
● iamobi – play as Obi-Wan.
● iampanaka – play as Captain Panaka.
● beyond cinema – wide screen mode.
■ SPEED BUSTERS
Enter these codes at the beginning of a race to activate them.
● fulofit – infinite nitro
● choperview – chopper view in lower left corner
● tagkiller – bumped racers get sent back to start line
● notimelim – arcade mode - no checkpoints

PLAYSTATION

■ MARVEL VS STREETFIGHTER
Please don't ring us up and ask if we have any more cheats for this. We don't, otherwise we'd print them. At the main menu press R1, Circle, Left, Triangle, Triangle for a cheat menu. For the same cheat menu on the Japanese version, quickly press L1, X, Left, Square and Square on the main menu screen.

Send all of your questions to our new address below. If anything comes through to the old Millharbour address, we won't get it. So there. WHAT YOU NEED TO KNOW, COMPUTER AND VIDEO GAMES, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP





"I NEED SIX HANDS TO PLAY EPISODE I RACER"

WORDS & SCREENSHOTS: ALEX HUHTALA **PHOTOS:** MATT BARNES

Make it easy to improve your lap times, find hidden secrets and unlock all the characters

MASTERCLASS

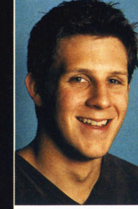
THIS MONTH: Win it all

Anything related to Star Wars is a closely guarded secret until the day of release and *Episode I Racer* is no exception. So how will three players who have never seen the game before get to grips with pods that can travel up to 600mph? We found three players, of different abilities, to discover the answers before improving their skills and make them all winners.

TESTING How good are you?

All three players wanted to practice for a while, and then a while longer. For the inexperienced, getting to grips with this game's controls can be tough. While the others were still finishing in 12th place and struggling to go in a straight line, Gary was placing first and starting to roll the pod onto its side to clear the tighter parts of the course. Richard got better the longer he played, but was still too slow in the more twisty parts of circuits. And as for Christian, he really could do with an extra pair of hands. Three guys at three different levels; it's time to offer them some friendly advice.

HERE TO LEARN



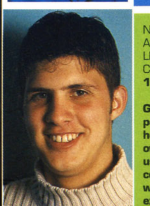
NAME: **CHRISTIAN ROBINSON**
AGE: **18**
LIVES: **PETERBOROUGH**
CURRENT FAVE GAMES: **FIFA '99, TEKKEN 3**

Christian's our beginner for the day. He hasn't had much experience with racing games, so we'll need to pull out all the stops to improve his lap times.



NAME: **RICHARD COLES**
AGE: **18**
LIVES: **YAXLEY**
CURRENT FAVE GAMES: **TOMB RAIDER 3, FIFA '99**

We're in Richard's house, so we'll treat him with respect, being a fan of *Gran Turismo* we reckon it'll be easy to get results from this intermediate player.



NAME: **GARY NORMAN**
AGE: **18**
LIVES: **PETERBOROUGH**
CURRENT FAVE GAMES: **1080°, FIFA '99**

Gary wants to be a policeman, but we won't hold it against him. He owns a Nintendo and is used to the tricky controls of *1080°*, which makes him our expert for the day.

THE BEGINNER

Christian has trouble going in a straight line

THE PLAN
Of the six racers on offer at the beginning of the game, it's best to pick Anakin. The small size of his Pod makes it easier for you to negotiate tight sections of the course and squeeze through small gaps. The stats for the Pods are pretty even, so you won't have to worry about upgrades.

KEEPING IT SIMPLE

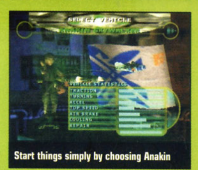
Christian needs all-round help, so we'll start by limiting him to only essential controls needed to play the game: the control stick and the A button to accelerate. Christian's first lesson is to hold up on the stick, this allows the pod to go slightly faster and, funnily enough, makes your Pod go in a straight line. Perhaps being a PlayStation fan he's not used to the N64's pad or analogue controls.

So, it's off to the Boonta Training Course, always holding up and slowly turning left or right, but not turning the stick to the side. Instead, pointing it at 45° angles, top left or top right. After a few laps, he learns to push the stick further left or right for the tighter turns whilst on gradual curves keeps the stick as far forward as possible. The reason for this becomes apparent later, so it's a good idea to get into the habit now.

MAP READING

This diet of controls improves Christian's stability after 10 mins, so what's his next problem? "I haven't a clue what's going on, some tracks are hard to see."

It's time to learn about the map which sits nicely on the right of the screen. It's there for a reason; and until you learn each course it's a good idea to make use of it. The simplest tip is to find the best time to use it, although in a game as fast as this where corners occur in the blink of an eye that can be difficult. Christian's advised to glance quickly at the map after


Start things simply by choosing Anakin



Quickly glance at the map after a bend

each corner, setting him up for the next one. Then he'll know which side of the track it'll appear on.

On straights, especially long ones, you've got more time but knowing where a corner is in advance, plus its severity, is the key to beating this game. Especially as the length of each race, and circuit, can play havoc with your concentration levels.

BOOST IT

The next area to learn is the right time to boost. Now that Christian is making better use of the map, this shouldn't be a problem. He's also holding up on the stick as often as

THE INTERMEDIATE

Still struggling? You need to upgrade your Pod

THE PLAN
Intermediate players like Richard should have a fair understanding of the basic controls and be able to finish towards the front of the pack. The next set of tips should get you winning races, and improving your Pod.

USE THE TRUGUTS

Once you've placed well in a couple of races and have won some Truguts for your efforts, you'll want to improve your Pod. The first thing you should think about is buying a bunch of Pit Droids.

This will allow you to fix your craft if it takes a couple of knocks during a race. Once you've bought them and your engines are looking tired, hold down the right shoulder button during a race to fix any damage. Repairing your ship while on the move limits you top speed, so it's best to use it on corners and not on fast straights. That is, if you want to win.

DEALING WITH WATTO

Richard found the buying of different parts from Watto's shop and junkyard quite confusing, "It's difficult to understand the upgrades and I'm not sure what bits to buy." Like everything, it's easy when you know how. Try taking the six different pods available at the start of the game for a spin in practice mode. After a couple of laps with each of them you should discover how traction, turning and the rest affect the handling of your Pod. Anakin, Ody Mandrell and Ebe Endocoot all have fairly decent Pods, while the others have serious flaws and Dud Bolt really is poor.

From this test it's pretty clear what each statistic means. Each Pod has different abilities and depending on who you're racing means you need to improve certain sections of your Pod before others. On the beginner tracks you won't need to worry about acceleration or top speed, as the opponents here are easy to beat. Concentrate instead on cooling – which is handy for using the boost for longer – and turning, which is essential in any racing game.

NO BRAKES

As the courses get tougher, and your ship gets faster with your

Those pit droids sure do walk funny

winnings, you might find yourself reaching for that brake button – but don't just yet. You can also reduce your speed by holding down on the control stick, and, as you only need

"The opponents here are easy to beat"

THE EXPERT

Gary wants to finish the game as fast as possible

THE PLAN
Gary has no problem winning races. As soon as he picks the game up for the first time he has a fair idea of what he's doing and needs little advice on techniques to learn. Instead, we're going to show him how to unlock all the secret Pods and how to play dirty. Welcome to the dark side, Gary.

WIN MORE TRUGUTS

Before each race you can select how much money you can win by altering the winnings menu. There are three options: Fair, Skilled and Winner Takes All. We advise Gary to select the latter, even though he'll have to place first to win the cash. Any experienced player should be able to place first on all the courses in the beginner mode at first attempt, which allows you to buy better parts for your Pod.

LOTS MORE PODS

The six Pods available at the start of the game aren't the only ones on offer. If you break the track records you can win extra racers, with improved abilities. The following are the hidden racers, where to find them and the times to beat.

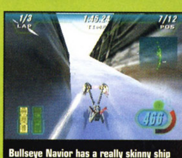
- ALDAR BEEDO
  Beedo's Wild Ride
  Amateur Circuit
  Lap Time: 01:02:986
  Race Time: 03:16:697
- CLEGG HOLDFAST
  Aquilaris Classic
  Amateur Circuit
  Lap Time: 01:04:700
  Race Time: 03:16:926
- TEEMTO PAGALIES
  Mon Gazza Speedway
  Amateur Circuit
  Lap Time: 00:16:072
  Race Time: 00:52:081
- MARS GUO
  Spice Mine Run
  Amateur Circuit
  Lap Time: 01:29:470
  Race Time: 04:30:880
- FUD SANG
  Vengeance
  Amateur Circuit
  Lap Time: 01:16:880
  Race Time: 03:51:921
- SLIDE PARAMITA
  AP Centrum
  Invitational Circuit
  Lap Time: 00:58:410
  Race Time: 03:03:260
- BOZZIE BARANTA



Select Winner Takes All to get Truguts



Collect the rest – like the fast Fud Sang



Bullseye Navior has a really skinny ship



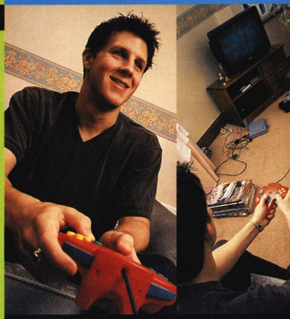
The action looks a lot faster in this view



The yellow bulb is lit, it's time to boost



Release the A button before you overheat


Christian, he only smiles when he's crashing, smiles when he's crashing

possible, so the opportunity to use the boost is always there. You can boost whenever the yellow light is lit on the thrust meter, activate the boost by quickly releasing the accelerate button and then press and hold it again. The thrust meter will go red and your Pod will accelerate quickly.

Keep an eye on the acceleration bar, as your Pod speeds away as the engines will start to heat up and you'll have to switch off the boost before they explode. Do this by releasing the A button, pressing B or smashing into a wall or opponent hard enough. For starters, limit your boosting to long straight sections until familiarity with the tracks and advanced controls allows you to use boost in other sections.

STILL IMPOSSIBLE?

If you're still having problems, what can you do? How about a cheat to make your Pod invincible? It will stop you crashing, and losing vital places,



It's the Great Gonzo, er... we mean Watto!



The engines have taken a bit of damage



Tilt the pod to negotiate narrow sections


Richard, uses a thighmaster to improve his playing posture. No really!

to slow down on corners, it means you can control everything using the stick. Hold down and either left or right at a 45° angle, moving the stick wider to the left or right depending on the corner. This technique can be the difference between taking a corner properly and smashing into a wall and losing vital seconds. So now's a good time to learn how to use it properly.

SIDE TO SIDE

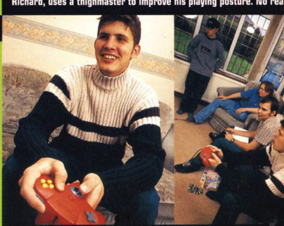
The next tip is brought on by Richard finding the urge to push his Pod faster and faster. It's the roll button and is designed to be used to get through narrow sections of the course. Use the roll by pressing either the Left or Right yellow buttons on the pad, this allows you to take a more direct route on some courses. It's not without an element of risk though as Richard soon learns, "I try to use the roll button, but I keep messing up." He's not an expert yet.

Abyss
Invitational Circuit
Lap Time: 01:02:639
Race Time: 03:12:934

- BEN QUADINAROS
  Inferno
  Invitational Circuit
  Lap Time: 00:59:549
  Race Time: 03:04:160
- RATTS TYRELL
  Howler Gorge
  SemiPro Circuit
  Lap Time: 01:31:370
  Race Time: 04:48:510
- BULLSEYE NAVIOR
  Sunken City
  SemiPro Circuit
  Lap Time: 01:52:620
  Race Time: 05:43:101
- ARK BUMPY ROOSE
  Bumpy's Breakers
  SemiPro Circuit
  Lap Time: 02:09:358
  Race Time: 06:47:380
- WAN SANDAGE
  Scrapper's Run
  SemiPro Circuit
  Lap Time: 00:44:904
  Race Time: 02:23:978
- NEVA KEE
  Baroo Coast
  SemiPro Circuit
  Lap Time: 01:38:300
  Race Time: 04:59:640
- BOLES ROOR
  Zugga Challenge
  SemiPro Circuit
  Lap Time: 02:01:261
  Race Time: 06:10:897
- MAWHONIC
  Andobi Mtn. Run
  Galactic Circuit
  Lap Time: 01:39:309
  Race Time: 05:05:648
- TOY DAMPNER
  Executioner
  Galactic Circuit
  Lap Time: 00:31:540
  Race Time: 04:42:310
- SEBULBA
  The Boonta Classic
  Galactic Circuit
  Lap Time: 02:04:210
  Race Time: 06:20:012

There are two more characters hidden in the game but you'll need to enter a code to play as them. The first is Jinn Reeso, but you have to unlock Mars Guo before you can use him. To get Jinn select an empty game file, and while holding down the Z button enter the letters RRJINNRE with the left shoulder button. Once you've entered the name, highlight End and press L.

The final character is Cy Yunga, but you can only use the code once you have Jinn Reeso. Enter the code in the same way as Jinn


Gary, big and tall, and with that jumper he looks like an undercover cop

EVERYBODY DANCE NOW

STAR WARS EPISODE I RACER



"Why must I be made to pull these ridiculous faces every month?"



Richard's brother Robert has a go, and is faster than everyone else



Upset, our contestants decide to take the law into their own hands



Robert is taught a lesson in beating his older brother at a game



And a good wedgie to finish the day on a high (pitched squeal)

IT'S YOUR TURN

Want some help with a game? Give us a call or drop us a line, tell us what you want and we'll send the boys round. You might get to appear on these very pages. Write to: Masterclass, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.

THE BEGINNER
If all else fails, why not cheat?



Enter the cheat code, then turn it on



Now bash your Pod without any worries

but you can still hit objects that will drop your speed and have engine fires. To be invincible, select an empty game save, and keep holding the Z button while you select the following letters with the L shoulder button, RRJABBA. When you've finished, press End, using the L button to choose it and then enter a name in the usual way. When a race begins, press Start to pause the game and with the d-pad press Left, Down, Right and Up, this will make the cheat menu selectable. Scroll down to it and turn the Invincibility cheat on.

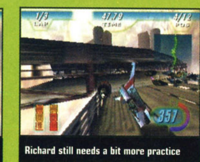
ANY BETTER?
It doesn't take long for Christian to use these techniques to their fullest; his next step to the winner's circle should be to start learning the courses. After being thrown in at the deep end what does he think of the game? "It's great, the graphics are good, but the controls are tough to begin with and the narrow sections of the courses are difficult. You can miss boosts because you're paying too much attention to the track and upcoming bends."

"Learn the right time to boost"

THE INTERMEDIATE
Watto doesn't sell him junk anymore



Jumping is easy, try boosting in mid-air



Richard still needs a bit more practice

There's another button to learn as well, it's the Z. You can use it your advantage to slide the back of the pod around corners. It's a fast technique which will help you and also looks pretty cool. However, it's not an essential control and, for now, you can do just as well without it if you find it too difficult.

JUMPING GAPS
Richard is soon racing easily around the basic courses and is ready for the final technique – how to jump large gaps. When you approach one, hold back on the control stick which makes you jump higher, putting you out of reach of other Pods. It's handy, because being smashed into you while you're jumping makes you plummet to the ground. Not good.

ANY BETTER?
Richard has got the instincts of a racer, but lacked some techniques to get him to the front of the pack. After a couple of hours was soon getting used to the new controls and even experimenting with some different Pods.

With comments like, "I can tell this one's not as responsive," he's definitely on the right track, but what does he think of the experience? "I'm surprised how fast it is, especially on the tighter tracks. It takes time to learn but the controls work really well and the upgrades allow you to keep improving your lap times."

THE EXPERT
Only a few more to collect



Wan Sandage – looks more like a plane

Resso's, the code you need is RRCYYUN, then highlight End and press the left shift button, then A.

DUAL CONTROL MODE
If you've seen the movie, you'll know that the racers control the pods with two sets of levers. You can recreate this method by using two pads. Select an empty game file and enter RRDUAL while holding down the Z button, and selecting the buttons with the L button. When you've finished select End, press L, then enter your name in the normal way. Your two pads should be plugged into the first and third ports on the console; push forward on both sticks to accelerate, pull back to steer, and press Z to boost.

PLAYING DIRTY
Gary doesn't need any encouragement to try this out. Get a bigger Pod and you'll be able to smash smaller opponents into the walls and out of contention. "They do it to you, so why not give some back?" said Gary. The only weapons in the game comes when you unlock Sebulba. Then, if you double tap the R button you can use his flamejet – use it to set opponents' on fire.

ANY BETTER?
For Gary it wasn't a question of getting better but of completing the game as fast as possible. With the information of how to unlock the other racers he's well on his way to finishing the game, plus finding new ways to shave seconds off those lap times. "The controls for the game are really nice, just right, they allow you to really exploit the courses. I'm not going to stop playing until I've found all the characters."

"Set opponents' engines on fire"

GET THE NEW LOOK



computer and video Games

BEFORE ANYONE ELSE

We've improved Computer and Video Games, given it more pages, more colour, made it easier to use and filled it with the very best games information. What else could we offer you...

DELIVERED TO YOUR DOOR
Yep, we'll even bring the magazine right to your door every month. Now you don't even have to visit the newsagent.

BEFORE IT'S IN THE SHOPS
In most cases you'll get Computer and Video Games before it's on the shelves. Which means you get the best games information and reviews before everyone else.

AT A BARGAIN PRICE
We'll do all this and it's only going to cost you £18. That's a year's worth of the world's original games mag for less than the price of a single Platinum game.

AS EASY AS ONE, TWO, THREE
There are three easy steps to a hassle-free life...

One: Decide you want to take up our subscription offer.

Two: Fill the coupon in, include payment and send it off to the address below. Or you can pay by credit card if you prefer.

Three: Sit back and feel smug in the knowledge you'll have your copy of Computer and Video Games delivered to your door, before everyone else.

subscription order form

Simply fill in this coupon and return with payment to: Computer and Video Games, Magazine Subscriptions, Lathkill Street, Market Harborough, Leicester LE87 4PA.

UK 12 months £18.00 Air Europe £33.00 World Air £53.00

I wish to subscribe to Computer and Video Games for one year. I enclose a cheque/postal order made payable Emap Active Ltd for

£

Please debit my Access/Visa/Mastercard

Expiry date: **Source Code** CB01

Signature: **Offer Code** Blu

Date: **Offer ends 11th August 1999**

NAME ....

ADDRESS ....

.... **POSTCODE** ....

TELEPHONE ....

DATE OF BIRTH ....

SIGNED ....

(Parents or guardians signature if under 18 years)

If you would prefer not to receive further offers/information from Emap Active please tick box ☐

All subscriptions will be processed as quickly as possible. Please allow 28 days for order to be processed after which you will receive the first available issue.

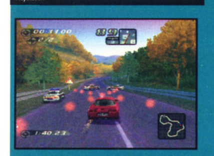
Credit Card Hotline 01858 438 825

Lines are open from 8.30am to 9pm Monday to Friday and 10am to 4pm Saturday and Sunday. Please quote source and offer codes.

EASY

What could be better than playing a game you love for ages and getting paid for it? Well that's what this tips section is about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, and send them into us. We'll give the writer of each letter printed a crisp tenner. No questions asked. Just make sure your tips are decent.



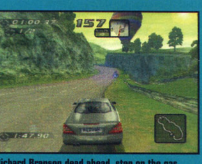


A bunch of cheats and tricks from Pete Mottram from Derby, he gets a nice crisp tenner for his efforts.

■ NEED FOR SPEED: ROAD CHALLENGE

Dashboard View
Select any mode, track and car. Press Start on the race icon (at the car selection screen) then immediately hold Up+Triangle+X before the loading screen appears. Hold this until the race begins.

Drunk Mode
Pick a car and start a race. Immediately press Up + L2 + R1 and hold during the loading screen. The screen will now be blurred as if you were drunk. How useful.


Richard Branson dead ahead, step on the gas

Easier Tickets
Choose Pursuit Mode and pick a cop car. When the game begins, hold L1 and press Up to turn off your sirens. The person running will slow down. When you catch up, press L1 and Up to turn your sirens back on, then pull him over.

Easy Money
After buying your first car go to the two-player mode and select High Stakes. It will then ask you if you want to save; select Yes.
Access memory slot 1 and it will ask for memory card 2. Take the card out of slot 1 and place it in 2. The game will think it's a different memory card and will duplicate your car. Now all you have to do is beat yourself and sell the car you won.

Extra Music Tracks
Choose audio options from the main menu. Then go to the CD player. Go all the way to the bottom, and there are two music tracks that are turned off. Just turn them on and you can listen to them while you're driving.

Headlights and Turn Signals
While racing, hold L1 and press Left or Right for the indicators. Hold L1 and press Up for the headlights. Hold L1 and press Down to turn on your hazard lights.

Heavy Car
Before the loading screen appears to load your next race, press Start to load the game and immediately after, press and hold Left + Square + Circle. Continue to hold the buttons until loading has finished. You will now be able to knock over other cars when bumping into them.

Phantom Car
To get the phantom car, enter your name as FLASH.You can't save if you use this code.

Police Helicopter
To pilot a police helicopter in test drive mode, enter your name as WHIRLY, then enter test drive. You can't save if you use the code.

Super Cop Cars
To get the Super Cop Cars, Arrest ten speeders within the given time limit.

Titan Car
Enter your name as HOTROD and you'll get a beast of a car to use. Again, you can't save the game with this code.

ND 4 SPD

■ MARVEL SUPER HEROES VS. STREET FIGHTER

This is a rather poor conversion of this epic fighter but there are still lots of cheats to be had, so if you have got the game, at least you should get a little more fun out of it.

Thanks to Shaun Harris from Aldershot and Deepak Choudhury, from Birmingham

To access the cheat menu press R1, Circle, Left, Triangle, Triangle. Use this code to also open a hidden extra options screen; highlight options and enter the same code.

Play as Apocalypse
Complete the game without using continues. On the character select screen, highlight Akuma and press Select six times, followed by any punch or kick button.

Play as Armoured Spiderman
Highlight Spiderman at the character select screen, hold Select followed by any punch or kick button.

Play as Cyber Akuma/Gouki
Complete the game without using any continues. Go to the character select screen, highlight Akuma and press Select five times, followed by any kick or punch button.

Play as Evil Sakura
Highlight Hulk at the character select screen, then hold Select and press any button.

© Capcom

Play as Grey Hulk
Using the Evil Sakura code, select Hulk as her partner and you'll now have Grey Hulk.

Play as Mech Zangief
Highlight Blackheart on the character select screen and hold Select followed by any button.

Play as Mephisto
Highlight Omega Red on the character select screen, hold Select followed by any button.

Play as Shadow
Highlight Dhalsim on the character select screen, hold Select followed by any button

Play as U.S. Agent
Highlight Bison/Vega on the character select screen, hold Select followed by any button.

Play as your Second Character
In battle mode, beat the opponent and your character will start their victory pose. Press the R2 button and in the next game you fight as your second character.



© Capcom

MONEY



Send in your best tips and get £10 in return



NINTENDO 64

If you're wondering how the hell you pull off stunts, Dan Grange from Wolverhampton has figured a few out for you. It's worth your time as you can earn some extra goodies with them.

■ CRUIS'N WORLD
JUMP FLIP (1 trick point)
Turbo over a ramp or opponent by double-tapping A just before you take off.
SUPER HELI (1 trick point)
Do the braking drift over a ramp (press A and B while turning).
MEGA FLIP (2 trick points)
Go over a ramp on two wheels by double-tapping A as you're turning before taking off.
In championship mode you get given extra bits and pieces for earning enough points. Here's what you should be working for:

POINTS	PRIZE
8	Power level 2, max speed 160
20	Paint job
100	Power level 3, max speed 178
150	Two-tone paint job
500	Power level 4, max speed 189
1,500	Power level 5, max speed 208
9,999	The awesome Speed Demon

■ F-ZERO X



To get all the cars, tracks and different difficulty levels then press the following buttons at the Mode Select screen: L, Z, R, C-Up, C-Down, C-Left, C-Right and Start. You should hear a chime if you enter the code correctly.
Jon Bright, Cardiff

■ A BUG'S LIFE
Fantastic film, not so great a game, but if you want to skip through the levels just try this. On the main screen go to the ant hill, and hold Z, all the C buttons together and press R. There should now be an arrow pointing right at the bottom of the screen.
Carl Peters, Orpington

■ MARIO PARTY

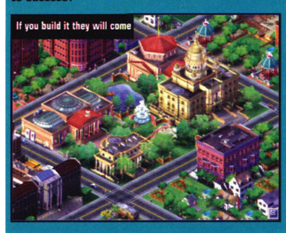


The crane game, grab what you can and drop it down the pipe

There are three secret characters in this wacky board game, to get them hold down Z, while pressing A and Start simultaneously. You must have 15 stars to make the code work. The three characters are Banjo-Kazooie, Kirby and Mew.
Robert Patterson

PC CD-ROM

Some very handy cheats sent in by Joe Burton from Carmarthen and Andy Lyle from Bagshot. Why spend precious time planning and building the perfect city, when you can cheat your way to success?



If you build it they will come

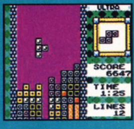
■ SIM CITY 3000
To give yourself access to all the buildings in the game, follow these instructions.They should make it a whole lot more fun to play. Open and close the power plants menu. Open and close the rewards & opportunities menu. Open and close the garbage disposal menu. Open the landmarks menu (everything should be available). To get all the ordinances, press Ctrl+Alt+Shift+C then type "I like red tape" and press Enter. To get free gifts, press Ctrl+Alt+Shift+C then type "Pay tribute to your king" and press Enter. To make all the buildings and things free, press Ctrl+Alt+Shift+C then type "I am weak" and press Enter. To get a massive UFO invasion, press Ctrl+Alt+Shift+C then type "UFO swarm" and press Enter. Now go to the disasters box and start a UFO attack.

To call in Cousin Vinnie, press Ctrl+Alt+Shift+C then type "Call cousin Vinnie" and press Enter. A new petitioner item will appear showing a local fundraising event, which will give you extra cash if you choose it.To get a castle, press Ctrl+Alt+Shift+C then type "zyxwvu" and press Enter. This will only work if you've already used the "Call cousin Vinnie" cheat and refused his offer. To modify the terrain, press Ctrl+Alt+Shift+C together, then type in one of these codes and Enter.
Load terrain allows you to load a grayscale image as terrain.
Salt on turns fresh water into salt water.
Salt off turns salt water into fresh water.
Terrain one up raises terrain up one.
Terrain one down lowers terrain down one.
Terrain ten up raises terrain up ten.
Terrain ten down lowers terrain down ten.

GAME BOY COLOR

Anthony Fanshaw from Banbury has sent in these cheats to this great Game Boy game. Another £10 has found as new owner.

■ TETRIS DX



To get two different screen savers turn the game on and wait for the demo to start. Press Select and a fish screen saver will start, or press Start and a confetti screen saver will be displayed.

You can also cheat by moving blocks up the screen instead of down, thanks to a tasty bug in the game. First move the falling piece to the extreme left of the playing field, and keep holding, then quickly tap A repeatedly to make the piece move up the screen. You can also do this on the right side of the screen, but you need to press B to make the block rise. This cheat won't work on straights, or on the square pieces.

If you want to prove you're a Tetris master, and feel you can play the game without having the preview of the next piece, then press Select to make the preview disappear. To get it back just press Select again.Finally, you can have a break from playing, and still pick-up from where you left off, by pressing Start before you turn your Game boy off. When you turn the machine back on you'll see a "Continue?" message, which allows you to carry on where you left off.

■ RUGRATS
Here are some cool and useful level passwords for this popular game.

LEVEL	PASSWORD
2	RQVDHJVV
3	TQMMY QK
4	BVBYFJND
5	RJDBCVRT
6	VNGBLJCV
7	BJGSMVSH
8	LJTBWQQD

Jane Goodge from Whittam, Essex

■ V-RALLY COLOR



When playing in arcade mode to get the later levels use these codes: to get to the medium stage, enter the password "FAST". To get to the hard stage, enter the password "FOOD".
Simon Cross from Enfield



its soul destroying
SHADOW MAN™
Acclaim®
www.acclaim.net
Nintendo ®, Nintendo 64 and N are trademarks of Nintendo Co., Ltd. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.
SEGA and Dreamcast are either registered tardemarks or trademarks of Sega Enterprises Ltd.
SHADOWMAN ™ & © 1999 Acclaim Entertainment, Inc. All Rights Reserved.
Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1999 Acclaim Entertainment, Inc. All rights reserved
Dreamcast
NINTENDO64
PlayStation
PC
CD-ROM

YOUR LETTERS

Send your letters to: Mailbag, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or e-mail us at: mailbag.cvg@ecm.emap.com

LETTER OF THE MONTH
LAST NIGHT A VIDEOGAME STOPPED A FIGHT

I work as a bouncer. One night my colleagues and I were standing at the door of the bar discussing the usual rubbish: football, sex, girls and more girls when our talk turned to *Metal Gear Solid*. I was in the middle of telling my work-mate about the Claymores I used to battle Vulcan Raven, when a smash was heard from inside the bar. We ran inside to find two men having a Mexican stand-off, waiting for each other to move first. Grabbing one each, we led them to the door. One guy left, the second, however, decided to question my parentage. Deciding the guy would probably cause a fight, I turned back to my friend and carried on my tale of the battle I had against Vulcan Raven. The drunk guy, who seconds ago was accusing me of dancing at my parents' wedding, spun towards me with a big grin and said that he was still stuck on Sniper Wolf! We began to talk and I explained how to beat her easily the second time using Nikitas, to which he was overjoyed. He shook my hand vigorously, saying "thanks mate".
Scott Taylor, Aberdeen

© Konami

NO SHOW

Have you ever wondered why there are no decent video game shows on TV? The only good one is Cybernet, which is shown at 4.00am. Who wants to stay up that late to watch a games show? I've been wondering, since you've changed Computer and Video Games to be bigger and better, why don't you make a games show to be aired once a week? I'm sure it would be wicked.
Nurol Abedin, London
Are you not aware of the invention commonly known as a video recorder?

COINCIDENCE?

Has anyone else noticed the similarities between *Metal Gear Solid* and *Goldeneye*? When I saw Meryl Silverburgh she reminded me immediately of Natalya Simonova from *Goldeneye*. Look at Natalya in the jungle level of *Goldeneye* then at Meryl, you'd think they were twins. The storylines to both games are very similar and you have to save Meryl/Natalya from prison. The fact that Liquid Snake and Solid Snake used to be friends but are now enemies is a lot like Alec Trevelyan and James Bond. Also, if you look at Solid Snake from a distance he looks a lot like James Bond.
Richard Goss, Crosshands, Wales

CIDER DRINKER

I'm sure I speak for all Sega fans, when I say that Dreamcast is the best thing since the invention of sex. I am for sure going to get myself a Dreamcast as are 30 of my mates. Anyone who owns a PlayStation please give me your address so I can come around with my sledgehammer and destroy it.
Gary Gray, Taunton
On behalf of every other Sega fan – speak for yourself, mate.

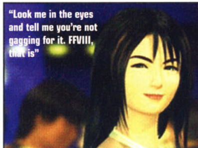

"They reckon PlayStation 2 is already in the UK"
Keith Hill, via e-mail

PLAYGROUND FIGHT

I would just like to ask you for some help. I know two twats who reckon they know loads about video games (they know nothing) and reckon that PlayStation 2 is already out in the UK (hah hah – what thickheads). Can you please tell them that they are talking from their butts and need to get a life. One who reckons PS2 is out also reckons that *Mario* came out on the Sega Master System before the NES. Now I am pretty sure that is a load of crap too. Please will you publish this so that I can go into school and say, "Hey Sam and Tom, hah hah, you were wrong."
Keith Hill, via e-mail
If you're so sure, why are you mocking them? But, don't worry, take relief in the fact that they are indeed a pair of thickheads, so go into school and mock them some more.

BAD DATES

So who's waiting to get their hands on a copy of *Final Fantasy VIII* then? Do you also think it's appalling that us Brits have to wait all these months for a UK release? Not me. Why? Because I've been living in Japan since last September and the thing is, the Japanese get exactly the same deal as everyone in the UK. Earlier today I saw an advert on TV for a game that'll be out on the 18th June. That game is *Turok 2*. I'm sure there can't be anywhere near as much translation to do on that game as on *FFVIII*. That's not the only game either. I'd already finished *Banjo Kazooie* back in England but was it available here? End of October. *Colin McRae Rally*? Available mid March. *TOCA 2?* Nope. *Rogue Squadron?* Nowhere. In fact, the RAM expansion


"Look me in the eyes and tell me you're not gagging for it. FFVIII, that is"

WANT SOMETHING FOR FREE?

It's easy, all you've got to do is send us something interesting. Could be a letter (but no more 'this or that console's crap' letters please). Photos or stories of weird game related stuff always goes down well, especially if it will make other people laugh. Size of prize will depend on the quality of what you send. Write to: **Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.**

LOONEY OF THE MONTH

ARRRRRGGGGGHHH!... NEW CVG WHAT DO I DO?... STAY CALM... calm... calm... calm... okay stay calm, look outside for a while... ahh look at the birds and the trees and the clouds... hey that cloud looks like a train... woowoo... woowoo... WOOOOOOOOOOOOOOOOOO ARRRRGGGGHHH NEW CVG... THANK YOU CHAIR, THANK YOU TABLE, THANK YOU LOW HANGING LAMPSHADE (thud)... zzzzzzzzzzz.
Nigel Bull, via Arkham Asylum
Why do we attract so many of them?

"If you look at Solid Snake from a distance, he's a lot like James Bond"
Richard Goss, Wales

> *"I have just read that* Final Fantasy VIII *is going to be released on PC. Joy!"*
>
> ***Guy, a.k.a. Dangermouse***



VIVA LA REVOLUTION

When is *Pokémon* coming out? Me and my friends simply can't wait anymore and have all bought a Game Boy just to play it.
Also, why buy a PlayStation now when there is a better Game Boy game than any PlayStation game and the Nintendo 64 is cheaper, more powerful and has better games? With the Dreamcast round the corner at only £200 there is even more reason to forget the PlayStation. We must go forward and leave behind the blocky, low resolution graphics of the PlayStation.
Simon Harper, via e-mail
We've had too many letters regarding the release date of *Pokémon* - it's September all right, now calm down.

isn't even available as no games out here support it yet. At least the game of last year was available here earlier. A whole two weeks! I'd like to say the two games I'm most looking forward to this year are *Perfect Dark* and *Wip3out*. But I rather suspect that I'll be playing *Gran Turismo 3* before I get a go on those.
So next time anyone moans about games taking so long to arrive in the UK, spare a thought for us lot in Japan who don't get to play some top quality titles until a good few months after the supposedly ill-treated Brits.
Ed Tremaine, via e-mail

HEAVY LOAD

I have an N64 and usually only buy multiplayers (except *Zelda*). I am really fond of the latest trend of having saved data usable in multiplayer games but the one thing that really annoys me is the actual save/load options. Why don't games have auto load/save? I recently loaded up *WipeOut 64*, took about two seconds off my Time Trial time for a track and then remembered that I hadn't loaded my data, so I couldn't save.

In *Turok 2*, everyone presses Start to join in a multiplayer game. Then one person (usually me) insists on loading their character. This pauses the game and puts the load menu on the whole screen. It's very irritating. Please Game Maker People out there, put in proper load/save features into games. Well, I'm glad I've got that off my chest.
Marc O'Morain, Dublin

LARA'S DEAD MEAT

Lara must Die! Long live Strider!
Major Skirmish, London



MONEY UP THE ARSE-NAL

Why are Sega spending all that money on Arsenal? A big fat, fluffy waste of time. Sega have messed up big time and should pull out of hardware indefinitely and make their money through kick-ass games on the PlayStation 2 and the arcade.
Alex Clifton, Leeds
So you don't feel strongly about this point then, do you? Or are you a Man U fan and just hate The Gunners?

LONDON SCHOOL OF ECONOMICS

Why is it that all N64 games are either cute or furry, with the exception of *Goldeneye*? This means that all games are targeted at younger people and so they will not sell as many games.
Matt Graham, London

HAPPY REALITY

I've never been so happy. I just read on a games site that *Final Fantasy VIII* is being released on the PC just after the PlayStation version. Joy! This is particularly good for me as my two mates, who live near to me, both have PlayStations. They would have played the hell out of it so when the PC version was finally released I would have seen it all and there would have been no point buying it. I know this would happen, 'coz it happened with *Final Fantasy VII*.
Also, this news solves another one of my problems, I've been trying to decide if I should have bought a PlayStation or waited for the Dreamcast to come out. I really want a Dreamcast but I didn't want to miss out on another piece of gaming history by not having *FFVIII*. So you see, I'm a very happy chappy.
Guy a.k.a. Dangermouse

SMALL PROBLEM

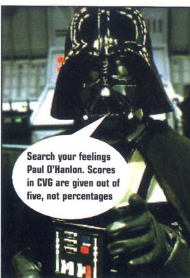
Why am I crap at *Commandos*?
Shay Dennis, Chelmsford
Why is the sky blue? Why don't you play something else?

SHORT CIRCUITS

Don't you think Sony are rushing the PlayStation 2 just a bit? They don't even have a design for it yet.
I think Sony are afraid. Look at it this way, Sega release the Dreamcast which is more powerful than the PlayStation and the next thing you know Sony are making the public all excited about a piece of circuitry and some old guy's face.
Liam McGuire, Ashford, Derbyshire.
You could look at it like that but the last thing that ever gets designed with a new games machine is the box they put all the circuitry inside. Probably so they can be sure it will all fit.

PERFECT MARK

I think games are extremely overrated. *Metal Gear Solid* in my opinion couldn't ever deserve a score of 98%, that would mean that the game would be almost perfect. Even



if a game was given around 70% that would mean that it would be 70% as good as a perfect game. In years of gaming I have never played a perfect game and I don't think I ever will.
Paul O'Hanlon, Carrickaboy, Ireland
Which is why we don't rate games with daft percentages. Are you sure you're writing to the right mag?

WHO WROTE TO MAILBAG THIS MONTH

Christopher Frankling, Basildon; Matthew Wood, Derbyshire; Bruce Benson, Scunthorpe; Jack Sandison, Shetland Islands; Munky, Glasgow; Brian, Wolverhampton; Alastair Fellowes, Aberdeen; Michael Musgrave, Newton Bewley; James Lunt, Torquay; Neil Dobbie and Carl Hodson, Wirral; Greg O'Connell, Cork; Gary Pringle, Jedburgh; Glenn Barkell, Norwich; Sam Kirk, Notts; Ped, Plymouth; Thomas Betts, Hastings; Max, Portsmouth; Scott Davidson, Bristol; Justine Rutterford, Hungerford; Darren Monney, Dunstable; Shaun Harris, Auckland; Jack Mann, Swansea; David Barry, Cork: Tom Hardy, Warwick, Peter Man, Market Harborough; James Beswick, Liverpool; Melanie Petersmith, Kidderminster, Ken Howard, Tamworth; John Blade, Obridge; John Hewlett, Southampton; Terry Edge, Colchester; Mark Elliss, London; Sam Ballard, Birmingham; Norm Solid Snake Rogers, York; Jez, Plymouth; Michelle Reynolds, Cornwall; Garry Wilkinson, Scunthorpe; Jamie, Cardiff; Jules Widlow, Doncaster

> *"Why are Sega spending all that money on Arsenal?"* ***Alex Clifton, Leeds***



Dreamcast Console	£117.50
Dreamcast Software from	£15 - £30
DC VMS, Puru Puru or Pad	£11.00
Goldfinger 2M Cartridge	£3.00
Goldfinger 2 in 1	£7.00
PSX Analog Vest	£17.00
PSX Dance Mat	£13.00
PSX 15 Block Card	£2.00
PSX MP3 Adaptor	£Call
VCDs	£5.00

We have a preference for trade buyers over private buyers. However, we are glad to deal with either. Please take the time to consider a few points before contacting us.

Ordering from overseas does not involve greater risks than ordering from domestic suppliers. Since most products are imported, an English firm must be taking the risks.

English importers are rational people, should they suffer any loss for whatever reason, the price they charge must necessarily embody these costs. In short, you can avoid a risk but never the burden.

We are indifferent to making a sale directly or indirectly. You can see our web site for details of English companies to buy from. Visit our site for forum, news & reviews.

www.runpacific.com

For queries or orders, please contact us in order of preference:- Email www.runpacific.com

Tel 00 852 26762382

Fax 00 852 26691375





Fleeing from the sinister Mister Lin, Ken, Ryu and Chun Li are forced into a series of deadly confrontations. Even the temporary safety of stunt work for a Hong Kong action film is fraught with danger, especially when the star decides to make a battle to the death just a little too real in Street Fighter II V, Volume 2!

RELEASE DATE 2nd AUGUST 1999

RRP £12.99

ADV FILMS

Available to buy from all good video retailers and mail order from A.D.Vision on 01248 421000

e-mail: ADVUK@ADVFILMS.COM
WWW.ADVFILMS.COM/ADVUK



WORDS: ALEX HUHTALA SCREENSHOTS: VARIOUS PHOTOS: GUS GREGORY

DON'T KNOW ONE'S BEST TO

So many arcade games to choose from: there are the good, the great and the ones that will nick all your money. Here's how to get the most fun from them

Going on holiday? Leaving your console at home? Do not fear, your gaming fix can continue. All you need is to know where the best arcades are, which machines to look out for and how to avoid chucking good money after bad at them. We've compiled the perfect guide to guarantee that if you're stranded away from your house this summer, you will spot the hot new stuff from last year's luke-warm hits.



play me

WHICH PLAY?

THE GAMES TO PLAY

Walk into the best arcades and you'll be engulfed by neon lit cabinets and pounding music – with hundreds of machines ready to take the coins from your pocket. If you've been away from arcades for a while, how will you know which are the latest and best games to play? Easy, we've made a selection of the hottest arcade games right now, and can tell you what they're about and how to get the most fun from them without going broke.

SILENT SCOPE

WHAT IS IT?
The latest gun game, where you train to be a sniper.
WHAT YOU DO
Scout around the rooftops for bad guys and pop them from way off. Later levels involve moving targets like helicopters and cars.
WHY IS IT SPECIAL?
The special sniper scope allows only the person playing the game to really see the action, by magnifying the images on the monitor. Anyone looking at the main screen will only see a load of buildings.
TIP FOR SUCCESS
Make use of the training mode in this game. Also, by spotting beautiful women through your scope you can earn extra lives, just don't shoot her.

Shoot him in the family jewels to woo chicks

PRACTICE AT HOME
Any gun game you have played at home will certainly prepare you for *Silent Scope*. Using the sniper rifle in *Goldeneye* definitely helps, and for reflexes and accuracy you can't beat *Point Blank*.

DANCING STAGE

WHAT IS IT?
Prove your dancing skills with the multicoloured disco machine.
WHAT YOU DO
Dance around on the specially lit stage by following the on-screen commands. Choose the tune you want to dance to and then make sure you step on the right sections of the stage in time.
WHY IS IT SPECIAL?
Have you ever seen a machine like this in an arcade before? No, because it's the first arcade dance simulation game. There's even European and World championships planned.
TIP FOR SUCCESS
Limber up and do a few stretches before dropping the pound in the slot,



Yeah, do the funky penguin and the Smurf

and make sure you have a drink waiting when you've finished.
PRACTICE AT HOME
A home version is on its way but before then, try *Bust-a-Groove* on the PlayStation to learn some crazy dance moves, and some awful music.

BEATMANIA

WHAT IS IT?
If *Dancing Stage* is the dancefloor, then this is the DJ booth. Cut and mix the records to prove your skills.
WHAT YOU DO
You get a turntable and some big buttons; use them to make music by keeping to the beat, dropping in bass lines and samples. Make your score even better with some scratching.
WHY IS IT SPECIAL?
Everybody wants to be a DJ, and *Beatmania* allows you to experience the thrills and skills without having to be weighed down with a ton of vinyl and buying some expensive turntables.
TIP FOR SUCCESS
You need to learn rhythm to play this game, so try hanging out in hip record


This is a journey into sound, techno, techno...

stores where people like to stand around nodding their heads to the beat. If you don't feel up to that, go and stand near a pneumatic drill.
PRACTICE AT HOME
PaRappa the Rapper will teach you the street smarts needed to play.

TEKKEN TAG TOURNAMENT

WHAT IS IT?
Characters from the *Tekken* series battle it out in a new tag-team style.
WHAT YOU DO
Pick your two favourite characters to form a team against an assortment of rivals. Characters have new moves, so there's lots of new combos to learn.
WHY IS IT SPECIAL?
Players who like the *Street Fighter* and *King of Fighter* series may shun anyone who steps near a *Tekken* machine, but fans will be queuing up in droves this summer to prove their skills.
TIP FOR SUCCESS
Make sure you get the perfect team to suit your style of play, pick a quick all-rounder, coupled with a heavier fighter.



If you love *Tekken*, wear a nappy while playing

This should take care of whatever an opponent can throw at you.
PRACTICE AT HOME
Although there's loads of new moves, you'd be a fool not to practice on the previous *Tekken* games before you put money into the new machine.

THRILL DRIVE

WHAT IS IT?
Rely on your reflexes to beat the busiest racing game ever.
WHAT YOU DO
Race across town in a variety of vehicles, built for size not speed, while trying to avoid cars, pedestrians and police. Crashing eats up vital seconds.
WHY IS IT SPECIAL?
Have you ever driven a bus down a crowded road at top speed and got away with it? You can in this game, plus flying through the windscreen here is a lot safer than in real life.
TIP FOR SUCCESS
This is a game where you progress by finishing the course, not by mowing as many people down as possible. Although the crashes are the best



It's thrilling, and you're driving – how clever

thing in the game, if you keep doing it, you'll get far less value for money.
PRACTICE AT HOME
The barely seen *Felony 11-79* on the PlayStation was a game ahead of its time. It shares all the same tricks and features of *Thrill Drive*.

DAYTONA 2

WHAT IS IT?
Sequel to the one of the best multiplayer racing games ever.
WHAT YOU DO
Pick a car, then put your foot to the floor as you try to place first among the 40 cars. Eight people can race each other if the machines are linked.
WHY IS IT SPECIAL?
Smash into other cars in any other racer and it spells trouble, here it's part of the game. The one player mode is good, the circuits are great, but multiplayer is the real way to play.
TIP FOR SUCCESS
Learn to powerslide. The easiest way is by using manual gears. If you're in fourth gear while turning, brake, drop to second, and then up to third and



Like the original, but with graphics turned up

accelerate. This puts you into a slide you'll be able to control easily.
PRACTICE AT HOME
Play *Daytona* on the Saturn and you'll be an expert at the sequel, or find the original in the arcade; perhaps practice for a few laps first.

CRAZY TAXI

WHAT IS IT?
The fastest taxi cab ever – only in a game.

WHAT YOU DO
Pick up passengers and take them to their given destinations before the timer runs out, drop them off to earn more time on the clock. San Francisco is a big city, and there are easy fares to collect, or tougher ones if you're up to the challenge.

WHY IS IT SPECIAL?
Every new driving game from Sega deserves a look, and *Crazy Taxi* is the best for a while. It's colourful, fast but more importantly, it's fun, something that a lot of arcade games lack.

TIP FOR SUCCESS
Scare your passenger to earn extra points – driving over car transporters, or on the wrong side of the road are good ways to start.

PRACTICE AT HOME
Grand Theft Auto plays in a remarkably similar way. Practice and you'll be finding the shortcuts in no time.

Run down people with red hair to earn points

GET BASS

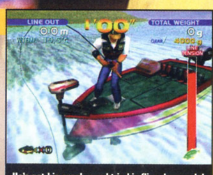
WHAT IS IT?
A state-of-the-art game that manages to make fishing exciting.

WHAT YOU DO
Pick a lure and try to catch the biggest Bass fish in the water before the timer runs out. Bigger fish can snap your line, but will net you more points.

WHY IS IT SPECIAL?
The rod controller is attached to a winch that sits behind the bottom of the screen, if you've got a big fish on the end of your line, the winch tightens and you can really feel the tension. You run the risk of being pulled onto the floor by an arcade machine.

TIP FOR SUCCESS
Pick the easy Deep Crank lure - the red one, it brings out all the fish. Bigger fish like to hide in the shade.

PRACTICE AT HOME
Play the home version on Dreamcast, but it's only available on import and quite pricey. In the meantime get tips from the old guys with boxes of worms who like to sit by the river all day.



He's got his crank caught in his flies, how rude!

ARCADE GUIDE

AND DON'T FORGET...

If you find you're on holiday somewhere that isn't in our recommended list of cool arcades, there's an easy way to find out if you're in a place full of old tosh, or up-to-date action. Use this guide to rate the arcade you're visiting by seeing if they have these hits and misses of yesteryear. Then you'll know whether to move on or stay put and enjoy.

✔ Tick each game you find and add up the points to how your arcade scores.

❑ **Street Fighter II**	**1 point**
❑ **Out Run**	**1 point**
❑ **Area 51**	**1 point**
❑ **Street Fighter: The Movie**	**2 points**
❑ **Pit Fighter**	**5 points**
❑ **Operation Wolf**	**5 points**
❑ **Chase HQ**	**5 points**
❑ **Race Drivin'**	**5 points**
❑ **Aerosmith - Revolution X**	**10 points**
❑ **Gauntlet**	**10 points**
❑ **Paperboy**	**10 points**
❑ **Ghouls and Ghosts**	**10 points**
❑ **Hyper Sports**	**10 points**
❑ **Hard Drivin'**	**10 points**
❑ **Star Wars (Atari)**	**15 points**
❑ **Dragons Lair**	**15 points**
❑ **Rampage**	**15 points**
❑ **Golden Axe**	**15 points**
❑ **Return of The Jedi**	**20 points**
❑ **Pole Position**	**20 points**
❑ **Side Arms**	**20 points**
❑ **Strider**	**20 points**
❑ **Asteroids**	**20 points**
❑ **Track and Field**	**20 points**
❑ **Return of The Jedi**	**20 points**
❑ **Super Sprint**	**25 points**
❑ **Commando**	**25 points**
❑ **Combat School**	**30 points**
❑ **R-Type**	**30 points**
❑ **APB**	**40 points**
❑ **Pac Man**	**40 points**
❑ **Empire Strikes Back**	**50 points**
❑ **Space Invaders (sit down)**	**50 points**

HOW DOES THE ARCADE SCORE?

Under 25
A very modern arcade, every game they've got is new, but will cost you at least a quid a go.

25-75
Wow – old machines – ensure they don't end up as scrap by throwing some coins into their slots.

75-150
A large arcade that doesn't rely too heavily on the latest games. Find a balding guy with glasses and a long brown jacket – he's a technician. Tell him you put money in the machine and nothing happened – it works every time, once.

150-300
You must be at the seaside where the old folk and mature arcade machines can still lead a healthy life. Outside the arcade score extra points for finding a crazy golf course and old people playing bowls.

Over 300
Go buy a newspaper and check you're still in 1999, you've just stumbled into the lost world of arcades. Take photos, this is a major historical find.

THE BEST ARCADES

So where can you play the latest games, and what are the top holiday destinations for people that want to stand in front of 50-inch monitors all day long? We travelled the country, searched the internet, asked as many of you as possible and made lots of phone calls to find the best arcades in the country.

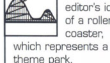
MAP KEY

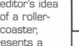


An N in a circle means Namco, and when it comes to arcades, they're quite good.



Wow, a triple flavour ice cream in our guide, this means the arcade is near a beach.



The art editor's idea of a roller-coaster, which represents a theme park.



A ball and some pins being knocked down, it's bowling – sport of the future.

PLEASURE BEACH, BLACKPOOL

The famous illuminations are really for the oldies but the Pleasure Beach has a load of big rides including the Pepsi Max Big One and PlayStation the ride. The brand spankingly new Millennium Dome arcade, is home to the latest games.

NAMCO STATION, THE TRAFFORD CENTRE, MANCHESTER

The first of Namco's multi-leisure venues in the UK, featuring over 100 games, 18 full-size bowling lanes, dodgems and eight pool tables. It's clean, well lit and for the over 18s there's a licensed bar.

NAMCO WONDERPARK, THE OASIS, MEADOWHALL CENTRE, SHEFFIELD

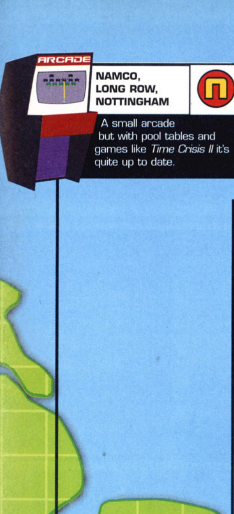
Over 200 machines including *Star Wars Trilogy*, *Silent Scope* and *Time Crisis II Deluxe*. They even had *Tekken Tag* on test recently. There's also four lanes of bowling, and the Thrill Seekers simulator with a *Wipeout XL* programme.

ALTON TOWERS

The biggest theme park in the country is home to a large number of video games, but when there's so many huge rides around why spend all the day in an arcade when you can throw up your lunch instead?

NOT FORGETTING...

We may have picked more Namco owned arcades than others, but we think they're the way forward as they're safe places to go with a friendly atmosphere. If you are going to the coast, then you should always be able to find an arcade that is home to some new releases. Aside from the ones mentioned, there are plenty of other great locations which should have an arcade within easy reach, such as Margate, Hastings, Weymouth, Rhyl, Skegness, Scarborough and Teignmouth. If you stumble across an arcade destination you think we've missed, write in and let us know.

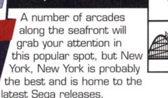


NAMCO, LONG ROW, NOTTINGHAM

A small arcade but with pool tables and games like *Time Crisis II* it's quite up to date.

PLEASURE BEACH, GT. YARMOUTH

Home to a vintage wooden rollercoaster, log flume and other attractions. Great Yarmouth also has a number of other attractions which only ever appear at seaside resorts, such as the Arnold Palmer putting course, a model village and a house of wax. Cool arcades though.



NEW YORK, NEW YORK, SOUTHEND

A number of arcades along the seafront will grab your attention in this popular spot, but New York, New York is probably the best and is home to the latest Sega releases.







NAMCO STATION, GALAXY CENTRE, BRIDGE ST, LUTON

Not just an arcade, but also a bowling alley with 16 full-size lanes, pool tables and a licensed bar.



CASINO, GOODGE ST, LONDON

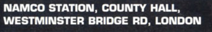
Right next door to Goodge Street tube, and always first with the new releases. You'll often find unfinished games on test here, and the latest fighters from Capcom.

FUNLAND, TROCADERO, PICCADILLY CIRCUS

Huge arcade with bowling, dodgems and hundreds of machines. Darkly lit which can attract the wrong sort of crowd for a family party, and there's always someone whacking the punching machine outside.

SEGAWORLD, TROCADERO, PICCADILLY CIRCUS

Directly above Funland, taking up a mammoth six floors, this is the largest arcade in the country with over 300 machines. And not just Sega. Themed areas house different games, but avoid the on-site rides like *Aqua Zone* and *Ghost House*. They're crap.



NAMCO STATION, COUNTY HALL, WESTMINSTER BRIDGE RD, LONDON

Over 200 machines, placed over three floors, this is a huge arcade with the latest games, plus 12 bowling lanes, dodgems and a licensed bar if you want to play games under the influence.

NAMCO WONDERPARK, GREAT WINDMILL ST, LONDON

Great arcade for the latest games, with over 180 packed into the arcade and separate zones for fighting and driving games. Well worth a look.





PALACE PIER, BRIGHTON

Historical landmark and home to two large arcades. If you get bored there's lots of stalls where you could get your fortune read and even a funfair at the far end of the pier.

FAMILY LEISURE, WEST STREET, BRIGHTON

A medium size arcade that is always good for the latest games. It's currently home to *Dancing Stage*, *Beatmania* and *Crazy Taxi* amongst others. Check these cool new games out on the previous pages for more details on what they're about.

BOWLPLEX, BRIGHTON MARINA, BRIGHTON

The Bowlplex has a huge bowling alley with a restaurant and bar. It's also home to the latest Sega machines, among them *Star Wars Trilogy*, *Daytona 2* and *Zombie Revenge*. Not a bad place to spend a day if you're in Brighton.

THE PIER, PROMENADE, EASTBOURNE

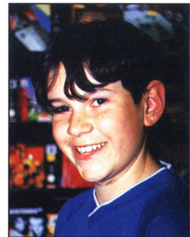
If you're around in the evening, marvel at the pier illuminations, worth £2.5 million. If you're here in the summer, there's also a birdman contest, where crazy people jump off the end of the pier and attempt to fly.



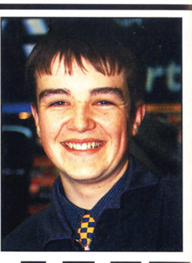


SCOOP!









DON'T BAN OUR GAME

This is the message game players are screaming as

VIDEO GAMES that have violent content and use lightguns are under fire from pressure groups who would love to see them banned. They claim, because of their violent nature, these games encourage people to duplicate violent behaviour in real life. A load of rubbish? Well, it's certainly got Sega scared.

When Dreamcast's big shooting game *House of the Dead 2* goes on sale in America, Sega won't be selling its planned lightgun to go with it. If they did, they would face pressure from protest groups asking for the game to be removed from the shelves. Sega could then be taken to trial as though it were a criminal organisation.

Americans who want to play the game with a gun, which they probably will because it's more fun, will have to go and buy an independent manufacturer's lightgun. America's concern stems from recent murders at the hands of game playing school kids.

GUN-SLINGING PSYCHOS

Although these kids played video games, it doesn't seem to matter that there were many other factors that lead up to those tragic events. At Computer and Video Games we know games don't turn normal people into gun-slinging psychos. And if our poll is anything to go by, you agree.

Ben Noble, aged 15, said, "If you're going to be violent, you're going to be violent. I think with games it works the other way, you get rid of any anger and violence you have by playing a game."

YOU RECKON

He knows, like any game player, that the guns aren't real and neither are the characters that you shoot in the games. In reality you're just pointing a fun toy at a TV screen. In fact sometimes you're not even doing that, you're wiggling a thumb over a direction-pad to aim, and pressing a button to fire. Games are a source of entertainment, much like films.

A common view amongst our poll was expressed by Dale Beecham, 17. He had similar sentiments as Ben, "Some games with shooting or racing can get you excited, but won't make you violent."

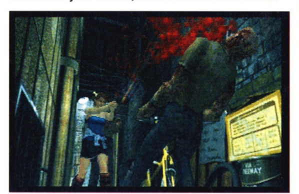
However, there is an argument that getting involved with a violent game is one deadly stage further than simply watching violence on TV or at the cinema. So we asked a more specific question – if you play a gun game, does this make you want to shoot someone for real?

"No, they're just fun", said Mark, 14. Does he know anyone who thinks like that? "No." Does this sound like grounds for banning a game to you?

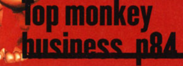
"Guns in games are just fun"



Outsmart your mates, that's the thrill of *Quake*



We can't wait to nail zombies in *Resident Evil 3*



DONKEY KONG Top monkey business p84

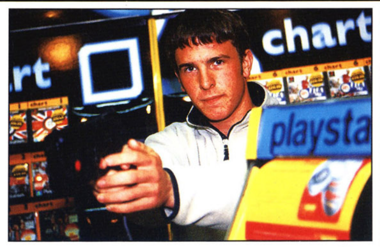
JET FORCE GEMINI N64 3D adventure. p84

WIPEOUT 3 High-speed racer returns. p98

PERFECT DARK Better then Goldeneye? p93







S, WE'RE NOT KILLERS

pressure mounts to ban violent games

By PAUL DAVIES & ALEX HUHTALA

ENJOY VIOLENCE

"I enjoy violent looking games but that doesn't mean I would go out and do something like that in real life," said David Middleton, 16. It's clear Computer and Video Games readers find the possibility of having their favourite games banned totally ridiculous. Even firing a real gun is a completely different and scary experience for someone used to playing with lightguns.

TERRIFYING BEHAVIOUR

While on holiday in America, Tom recently paid for tuition at an American firing range. He had access to any type of gun he wanted. He said, jokingly, "When you shoot a real gun, you'll find you've learned a lot from lightguns." However, he added more seriously, "Firing a real gun is terrifying because you know you're just centimetres from death. You certainly wouldn't point a real gun at someone, not even as a joke. And you certainly wouldn't stick it down your trousers like a gangster!"

Back in the UK, most lads grow up pointing sticks at each other, pretending they're guns. Lots of us have owned an Action Man, who comes equipped with weapons.

For generations, millions of lads have grown up playing with stuff like this and will continue to do so for generations to come.

Today, the guns featured in the new blockbuster Star Wars movie are the top-selling toys in the range. But these are not dangerous; they're just a bit of harmless fun to the people who buy them.



Deck these guys as fast as you can without getting hit

THAT'S LIFE

Guns are an element of life that toy manufacturers, movie makers and video games producers recognise as something that can be used in fantasy entertainment.

We think that the people running scared of violent games, specifically those that require a lightgun, should understand that there are much complex reasons why a couple of kids would want to murder their classmates, rather than playing a harmless game of *Quake*.



Look away! Look away! It's just too horrible. Nooo...

VOTE NOW

Your favourite games are under threat and it's only fair you should have a chance to make yourself heard. We've set up two phone lines for you to call. If you think video games directly make people violent and should be banned, call the first number. If you think that's not true, dial the second number. Your call will be automatically registered.

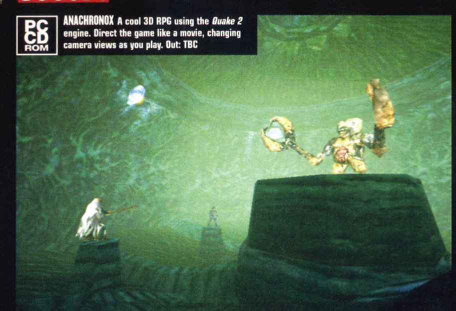
YES Games make people violent in real life:
Call: 0171 972 6760

NO Games don't make people violent in real life:
Call: 0171 972 6761

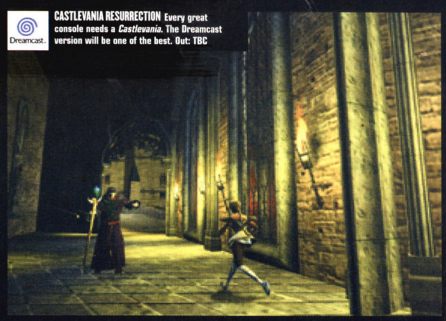
You can also register your vote at the Computer and Video Games website. Log on at www.computerandvideogames.com
Please ask the person who pays the bill before you call. Lines are open until 10th August, charged at national rates.



PC CD ROM **ANACHRONOX** A cool 3D RPG using the *Quake 2* engine. Direct the game like a movie, changing camera views as you play. Out: TBC



Dreamcast **CASTLEVANIA RESURRECTION** Every great console needs a *Castlevania*. The Dreamcast version will be one of the best. Out: TBC



ACCESS ALL GAMES

computer and video games

We search every month for stunning in-game shots from new games you'll play soon. You won't see better anywhere else

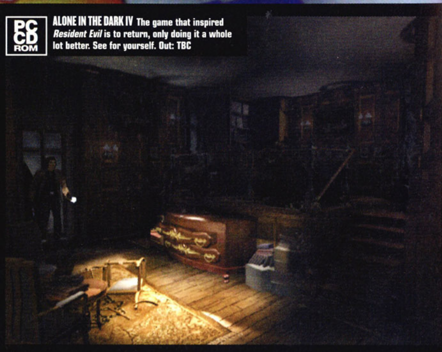
Dreamcast **READY TO RUMBLE** Soon, everyone will be talking about this great slapstick boxing game. Check out the dude's wicked Afro. Out: Oct '99

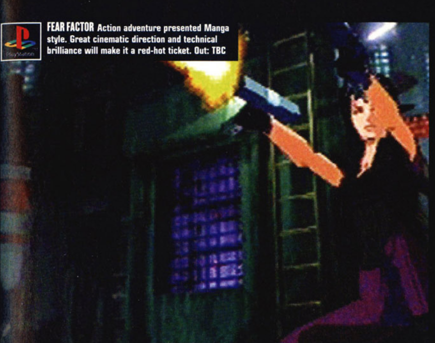


Dreamcast **MORTAL KOMBAT GOLD** All the fatalities, all the moves and characters you ever wanted, plus a new Goro. Even Baraka is back. Out: Xmas '99



PC CD ROM **ALONE IN THE DARK IV** The game that inspired *Resident Evil* is to return, only doing it a whole lot better. See for yourself. Out: TBC





FEAR FACTOR Action adventure presented Manga style. Great cinematic direction and technical brilliance will make it a red-hot ticket. Out: TBC



PLANET OF THE APES The cult series has been recreated for an action adventure with plenty of combat and puzzles. Out: TBC



DIE HARD TRILOGY 2 Improved versions of the things that made the original game so popular: guns, fights and car chases. Out: Oct '99



ROGUE SPEAR Sequel to *Rainbow 6*. More weapons, expanded sniper options, improved artificial intelligence. Excellent. Out: TBC



HYBRID HEAVEN Determine your character's development with menu-driven fights in this action-based RPG. A first on N64. Out: Sept '99



DEUS EX Highly interactive espionage RPG combining elements of *Goldeneye* and *Syndicate*, from the creators of *Ultima*. Out: TBC



Nintendo always makes you wait for great games such as *F-Zero X*



Legend of Zelda arrived three years after it was first announced on N64

WHEN WILL NINTENDO'S NEW CONSOLE ARRIVE?

By PAUL DAVIES

ANOTHER NEW console to challenge Dreamcast and the next generation PlayStation? Of course, Nintendo could be lying its ass off.

Nintendo's next generation console, Project Dolphin, is expected be on sale worldwide in time for Christmas 2000. It's also expected that their new technology, which has been developed by IBM, will be the most impressive ever seen. If this is true, Dolphin could have better games, damage PlayStation 2 sales and possibly bounce Dreamcast into oblivion.

SAME OLD STORY

The problem is, that long-term Nintendo fans have heard it all before. They can remember Project Reality (which eventually became Nintendo 64) taking three years longer than expected to see the light of day. They also suffered too many long waits for big name games like *Zelda* and *F-Zero X*.

GOOD NEWS

Just when you expect the worst, then Nintendo gets you all excited again. Since the announcement of Project Dolphin, we have discovered not only is it on schedule for the end of next year, there are nine games in development already. Guaranteed that a few of these will be at Rare.

AND THERE'S MORE

Here's something else, too. We're not permitted to release the exact figures but Nintendo 64 is outselling Dreamcast in Japan, right now. Just before Christmas Nintendo was selling twice as many consoles as Sega. This lead was lost through January and February but since March, Nintendo 64 has overtaken Dreamcast once more.

Nintendo's new system could, if it genuinely delivers on time, steal back its share of game fans from PlayStation. Although Sony isn't going to let this happen without a fight. Then again, Dreamcast could win enough fans to become King.



DRAKAN EATS TOMB RAIDER

IF YOU love *Tomb Raider* this new PC game could blow your mind. *Drakan* is an action RPG in which you guide a cute but tough heroine, Rynn, through an exciting fantasy world.

The neat bit is Rynn teams up with a mighty dragon, transforming some sections of the game into an airborne shoot 'em up and as *Drakan* has been designed especially for PC, there are some cool multi-player options: fight on the ground, in the skies, or a combination of both.

Drakan looks amazing and the gameplay offers some cool features you won't find anywhere else, too. Look for the full review in the next issue.

Flying a dragon is one of the coolest experiences ever in a video game. It's fun and great to watch. You really feel like showing off

Rynn's cuter and a whole lot tougher than Lara. Players get a wider range of fighting options, including over 50 weapons to use

GAME LOOKS LIKE A MOVIE

FACTS

GAME:	**FEAR FACTOR**
FORMAT:	**PLAYSTATION**
OUT:	**NOVEMBER**
PLAYERS:	**1**
TYPE:	**ADVENTURE**
BY:	**KRONOS**
STATUS:	**80% COMPLETE**

THE MOST striking visuals we've encountered in ages are in *Fear Factor*. It makes PlayStation come alive in a very different way to what you're used to.

Fear Factor is presented like an animated movie, though you're in control the whole time. Those who have played *Final Fantasy* on PlayStation will already be familiar with movies you can interact with. In *Fear Factor*, this complex technique is taken to a stunning new level.

You take on the role of three characters – futuristic Hong Kong cops hunting down the mafia. As they move around the city, airborne traffic buzzes around, dark skies shift moodily, and so on. The effects are staggering.

The first impressions of *Fear Factor* are great. We'll be getting more hands-on experience soon, where we will get more of an idea how cool the game plays.

The quality of the movie sections is terrific. When you take control, the transition is seamless

This is how characters look in the game – it looks like a cartoon but the whole game plays in 3D



Blast Kremlings with melons as they peek out of barrels



Donkey Kong tries to look menacing with a gun that fires coconuts



Making a monkey out of this huge dude is easy when you're an ape

DONKEY KONG NOT JUST FOR KIDS

If you look no further than the the cute characters you'll miss out on a genuinely great game

FIRST IN-DEPTH LOOK

By PAUL DAVIES

THIS CHRISTMAS thousands of game players could miss out on one of the biggest titles in the history of N64. With its cute characters and a plot that doesn't involve slaughtering hoards of zombies, some people will assume *Donkey Kong 64* is only for kids. Those who do, will miss out on massive worlds to explore and in-depth puzzles to solve.

Those who try it will find *Donkey Kong 64* so huge and with so many characters involved, that you won't be able to play it without an Expansion Pak. Fortunately, Nintendo are going to give you one for free, as a 4MB Expansion Pak will be essential due to the amount of detail in store. It will be included with the game, which should retail for the same price as *Zelda 64* (£59.99) when it's released.

SO WIDE SO HIGH SO DEEP

The jungle playground that belongs to Kong is perfect for a 3D adventure. All vines, mines, and corny lines from crack-pot villains. There's something here for expert gamers to master and plenty of comedy for younger players to enjoy too.

FACTS

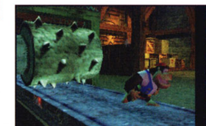
GAME:	**DONKEY KONG 64**
FORMAT:	**NINTENDO 64**
OUT:	**DECEMBER**
PLAYERS:	**1-2**
TYPE:	**3D ADVENTURE**
BY:	**RARE**
STATUS:	**80% COMPLETE**

BIGGEST BATON RACE EVER

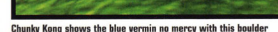
There are eight worlds to explore in *Donkey Kong 64*. The only way to finish them all is by tackling each one separately with five different monkeys. Don't worry, you won't be seeing the same place five times,



It's full on the brakes as Diddy avoids being toasted. The poor ape's cacking his pants while we're admiring the lovely lighting effects. Hey Diddy, get the coin while you're at it mate. Hur hur



What's this? A new commercial for PG Tips – something to do with more perforations at the expense of one hapless gorilla? There are laws against this



Chunky Kong shows the blue vermin no mercy with this boulder



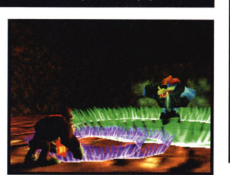
It's Chunky again, this time being chased by a Kremling in a cart



The detail is sharper than ever, thanks to the 4MB Expansion Pak

Lanky Kong works out the puzzle that opens this huge door to... well, you'll have to play it to find out

though, since each monkey is dropped into the world at a different place. But only by solving individual problems as you work your way through the game, can you move the whole team to their ultimate goal. Although what this is exactly, is being kept a secret for the moment.

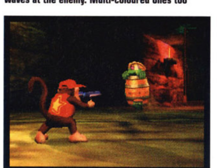


Donkey Kong thumps the ground sending shock waves at the enemy. Multi-coloured ones too

NEW TO THE CREW

Though it isn't possible to have monkeys work directly with each other in *Donkey Kong 64*, giving piggy backs as in *Diddy's Kong Quest*, the apes still solve problems between them.

There are three new faces which make up a team of five, with Donkey and Diddy still in the running. Each has a special skill: Tiny has pigtails that enable her to fly. Lanky has long arms that allow him to punch from a distance, and reach up high. Finally there's Chunky, the strong-arm in the party. Between them they have 109 special moves, so there's a lot to keep you busy learning.



The Kremlings get wise to the gun-toting habits of our ape buddies. But Diddy's going to blast this barrel apart whatever

ROOTIN TOOTIN AND FRUITIN

In addition to their standard special moves the Kongs get monkey-style weapons to mess around with. Donkey Kong has a double-barrel coconut gun, which is pretty funny. Better than that – you've got to see it to believe it – is Chunky's pineapple launcher. Also look out for a peanut pistol and fruit grenades. All are total madness.



Tiny Kong lets loose a Fruit Grenade. Whatever it was, it isn't any more. For sure

THE TOP BANANA

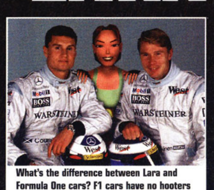
While the apes are busy searching for ways out of trouble, there are over 30 bonus games to play. Try the Scalextric racer if you want something crazy. More straightforward is the Kremling Bashing game, firing melons at bad guys as they stick their heads out of wooden barrels.

We Reckon You can't help being sceptical about this type of game, since they look so similar at first. *Donkey Kong 64* has enough depth and excitement to guarantee it will top the Christmas sales chart. Make sure you're not one those who ignores it.

F1 WORLD CHAMP PULLS LARA

Tomb Raider star gets it together with Mika Hakkinen and team

By MATT HOWELL



What's the difference between Lara and Formula One cars? F1 cars have no hooters

LAST MONTH Lara Croft got a boost by signing up with energy drink Lucozade. Now she and her company Eidos have a high-speed act going on with Formula One team, West McLaren.

Unfortunately we won't be seeing Lara behind the wheel of a McLaren, what you will find is Eidos' logo stitched to the sleeves of Mika Hakkinen and David Coulthard as they blast round at over 200mph, in the remaining rounds of this year's F1 Championship.

The *Tomb Raider* series of games have been some of the most successful ever and with *Tomb Raider 4* coming, there seems very little to slow Lara's success. McLaren shares this reputation having won ten Drivers' Championships and 117 Grand Prix in 16 years.

Online
Hooked on the web? Try these

www.geocities.com/TimesSquare/Castle/5534/
THE MAGIC BOX
Best place to read about overseas game news.

www.rodney.com

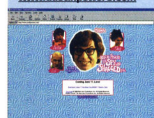


RODNEY DANGERFIELD
Old American comedian with a million jokes.

www.game-online.com
GAME-ONLINE
Our friends here make this one. It rocks!

www.starwars.com
STAR WARS OFFICIAL
You can spend hours here earning nerd points.

www.austinpowers.com



AUSTIN POWERS OFFICIAL
Blow your brain with this insane movie promo page.

www.ebworld.com
ELECTRONICS BOUTIQUE
If you're in the market for US games, browse here.

www.gamefaqs.com
GAME FAQS
Useful if you want every last detail on a game.

www.blueharvest.net
BLUEHARVEST
Cool, though unofficial, Star Wars movies to view.

www.pokemon.com
POKEMON WORLD
Gotta catch this one for funky downloads.



The size and detail of the worlds defy all belief



The bugs have invaded. Enter Jet Force Gemini to kick ass!

BEST EVER N64 3D SHOOTER?

Guide three heroes through 120 amazing levels

FACTS

GAME:	JET FORCE GEMINI
FORMAT:	NINTENDO 64
OUT:	NOVEMBER
PLAYERS:	1-4
TYPE:	3D SHOOTING
BY:	RARE
STATUS:	80% COMPLETE

By PAUL DAVIES

***JET FORCE Gemini*, the N64's first decent fast-paced action game, is jam-packed with explosions, stuff flying all over and enemies trying to escape the blitz.**

You take control of the Jet Force Gemini team, three intergalactic superheroes who have specific mission objectives that combine to clear the game. You can go it alone, or work with a friend. There are also loads of news ideas, balanced with familiar challenges, which add up to a really fresh feel. Just like any game from the Nintendo and Rare stable, it offers loads of fun extras besides.

WORLDS OF SPLENDOUR

There are a whopping 120 areas to challenge you in *Jet Force Gemini*, spread across gob-smacking worlds. There are huge views with minute attention to detail. Best example seen was a rocket fired from a pathway, into a distant city. The rocket's flare highlighted everything it passed by.

SHOOT 'EM DOWN

You get to blast enemies while on the run, or carefully position shots for more precise targeting. Usually the action is viewed over the shoulder like most 3D action games but for aiming at specific targets the view moves close in, and your character turns transparent. A crosshair allows you to place accurate shots.



Lupus the android dog does his funky thing, and goes flying for a time. Looks very impressive



Movie-style cut scenes are used to build tension. Don't like the look of this bug? Well, kill it. Do it now. You know you want to

Space Invaders are all the same

We Reckon

Pure adrenaline pumping action, peppered with cool bonuses like racing games and corridor deathmatches. Jet Force Gemini will impress, regardless of your age just so long as you're prepared to look beyond the typically cute Nintendo characters.

YOU ONLY LIVE TWICE

Everquest is a massive real-time living world with unlimited players, fights and adventures

FACTS

GAME: **EVERQUEST**
FORMAT: **PC**
OUT: **NOW**
PLAYERS: **UNLIMITED**
TYPE: **ONLINE 3D RPG**
BY: **VERANT**
STATUS: **100% COMPLETE**



Bear in mind characters may look like beautiful girls, but are actually fat bearded guys wearing chequered shirts

By PAUL DAVIES

YOU'VE BEEN offered similar opportunities like this before but never one so convincing. This is your first real chance to jump right inside a living 3D world and take on an alter-ego. You'll be joining over 1000 other players online, waging war against them or forming alliances to conquer the vivid world of Norrath.

IT'S ALMOST TOO EASY

To play a part in *Everquest*, to enter the world of Norrath, you must first create a character. You can choose from 12 races, and 14 classes. The races include the likes of ogres, halflings, and elves. Class refers to whether you want to be a magician, a warrior, or cleric and so on. You can be male or female and choose a face you like best. It really is a doddle.

YOU'RE IN OUR WORLD NOW

Though you'd prefer to go after big money and look cool while slaying major-league enemies, you begin earning coppers for killing rats and pesky snakes.

Thing is, you know that guys running around you are already slaying dragons for rich rewards. What keeps you playing past 2am is the sooner you can reach their level of skill, the better. Then the game really starts to shape up.

Unlike most games, gigantic buildings like this castle can be explored inside and out. They're heaving with people too



Some sexy warrior chick gets wicked with a troll. Just like what happens near us on a Friday night

SPEAK NORRATH MATE?

One of the game's strongest features is being able to chat with other players to learn more about Norrath. There are many ways to talk, from secretive chats to public auctions. Do this and you can ask for all sorts, including directions around Norrath. Never forget, these people could be on the far side of the real world.



Magic surrounds the players who battle to the death, treading on the corpses of the not so lucky



We Reckon ***Everquest*** **won't appeal to everyone as it requires persistence to get the most out of it. If it is for you, our advice is wait a month or so as the only versions of on sale are US imports and the only servers are based overseas, which aren't so reliable. Hold out until it really takes off in the UK.**

The playing field

The website:
www.dreamcast-europe.com



ON A MISSION

PlayStation lands big film licence

FACTS

GAME:	**MISSION IMPOSSIBLE**
FORMAT:	**PLAYSTATION**
OUT:	**OCTOBER**
PLAYERS:	**1**
TYPE:	**ADVENTURE**
BY:	**INFOGRAMS**
STATUS:	**65% COMPLETE**

By STEVE KEY

NEWS OF the first big film licence to make it to PlayStation this month is *Mission Impossible*.

NEW ADDITIONS

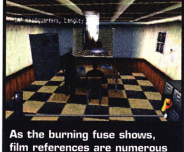
You must take control of Ethan Hunt and take on one of five missions set over 20 levels. The game doesn't appear to have many major changes to the style and gameplay, but are some new additions. For a start, all of the soundtrack is streamed from the CD, so everything will sound a lot better. A new control and inventory interface has been added along with some additional speech, plus PocketStation support.

SAME BUT DIFFERENT

The biggest problem the original had is the levels were boring to play and the game seemed like a poor man's version of *Goldeneye*. Now that the programmers have had the chance to rework it, hopefully everything will have been straightened out and the potential of the *Mission Impossible* licence released.



The licence is a good one, so cross your fingers and hope the game matches it. There are still a few months to go to find out if *Mission Impossible* will be as successful as the Nintendo version.



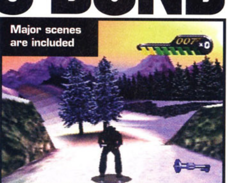
As the burning fuse shows, film references are numerous



The programmers are doing their best to recreate not just the film's environment but also a true to life experience

THE NAME'S BOND, GAMES BOND

FANS OF James Bond will soon have the chance to play their hero with the release of the PlayStation game *Tomorrow Never Dies*, set to coincide with the 19th Bond movie, *The World Is Not Enough*.
Early shots and info reveal the game has three major sections, with all the classic Bond ingredients that make the films so popular: gadgets, women and tons of action compressed into one package.



Major scenes are included

BY FOOT, ROAD OR SKI

The bulk of the gameplay takes place in a third-person perspective behind Bond, although there are also driving and skiing sections. As well as the man himself you will also be able to play as Wai Lin, a Chinese agent working on the same case who has her own skills and abilities.

SHAKEN, NOT STIRRED

There will be 14 single-player missions in the final game, set in locations fans of the film will instantly recognise, plus some plot twists and backdrops that weren't in the movie to add that something extra. There will be a multiplayer game too, just so PlayStation owners can get a taste of what they were missing with Nintendo 64's *Goldeneye*. Set for an October release, we'll have full details very soon.

We Reckon

After the success of Goldeneye, *Tomorrow Never Dies* has a lot to live up to. PlayStation owners will be expecting a game that rivals or betters Nintendo's efforts, and that could be very tough going.



PSX MEGA - PRO CART. PLAYS IMPORTS ACCEPTS CHEATS £6.50 + £1 PnP
DELUXE VERSION OF ABOVE £9.00 + £1 PnP
METAL GEAR SOLID OFFICIAL T-SHIRT £6 + £1 PnP MGS I.D. TAG £5 + 50p PnP FEW LEFT!!
ALL PRICES BELOW EXCLUDE CARRIAGE - PLEASE RING FOR QUOTE

DREAMCAST SET	£198	SONY DUAL SHOCK	£14.50	DC GAMES FROM	£29.50
NEW! PSX JOLT GUN	£21	PSX INFRA RED PADS	£19	DC VMS	£22.50
PSX RGB SCART LEAD	£2.75	PSX SYSTEM LINK	£4.25	DC PURU PURU	£22.50
PSX STEREO SCART	£3.45	PSX PAD EXTENSION	£4.50	DC ARCADE STICK	£40
V BOX	£36.50	BLAZE CYBERSHOCKS	£13.99	DC EXTRA PAD	£24.99
PSX 1MB MEM CARD	£3.90	(SILV, BLUE OR TRAN)		DC HOUSE OF DEAD 2	£64
PSX 2MB MEM CARD	£7.50	SCORPION LIGHTGUN	£13.75	WITH GUN	
PSX 4MB MEM CARD	£11.50	(SILV, GRN OR BLACK)		DC GET BASS WITH	£67
PSX MOD CHIP	£1.00	PSX MULTI TAP	£15	FISHING CONTROL	
PSX VRFI WHEEL	£32.50	PSX CARRY CASE DX	£19	DC RGB SCART LEAD	£10
PRO ARCADE JOYSTIX	£29.50	PSX XPLORER -	£39.00	THE SMARTEST NTSC	
PSX MOUSE	£5.95	PROFESSIONAL..NEW!		/ PAL CONVERTER	ONLY
PSX MOVIE CARD V3	£38	PSX TURBO SHOCK	£12.50	EVER!! AUTO SWITCH	£10 !!
PSX COL. REP. CASE	£18.99	PRO PAD ..NEW!		PSX TO TV!	

CREDIT CARDS? AT THESE PRICES? YOU MUST BE JOKING!! CHEQUES, P.O.'S OR CASH TO:
LIGHTNING IMPORTS, WEST VIEW, HOLMFIRTH, WEST YORKS. HD7 7HR
TEL. (01484) 689699 OR MOBILE (07931) 966664 FAX (01484) 680691
E-MAIL lightning-@mcmail.com
Dreamcast HOT SITE INTERNET http://www.imports.freeuk.com HOT GEAR PlayStation

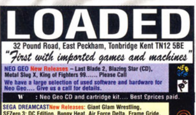


DEDICATED TO GAMERS & COLLECTORS
WELCOME TO THE TIME-MACHINE

A fully illustrated monthly fanzine in A4 format packed with information and reviews, RC brings you the fascinating world of Retro. All classic micros and games covered, ie, Arcade, Strategy and Adventure together with user information and values. Included also is a seperate catalogue of classic hardware and software listing 1000's of collectable items for sale.

ISSUE 21 OUT NOW!
PLAY PCB ARCADES
(the full know-how!)
+ BIG GAME & WATCH FEATURE

Send today for latest issue and our free catalogue enclosing a cheque/PO for £2.50 payable to 'G HOWDEN' and post care of:
RETRO CLASSIX (CVG),
4 CHATTERTON AVENUE, LINCOLN LN1 3TB
http://members.aol.com/RClassix1/INDEX.html



32 Pound Road, East Peckham, Tonbridge Kent TN12 5BE
"First with imported games and machines"

NEO GEO New Releases – Last Blade 2, Blazing Star (CD), Metal Slug X, King of Fighters 99...... Please Call
We have a large selection of used software and hardware for Neo Geo.... Give us a call for details.
W : Neo Geo CD and cartridge kit.... Best £prices paid.

SEGA DREAMCAST New Releases: Giant Glam Wrestling, SFZero 3: DC Edition, Buggy Heat, Air Force Delta, Frame Gride, Soul Calibre, Cool Boarders DC.
Sega Dreamcast 128-Bit Console................£Call
(H.K. and Jap versions available)

SEGA SATURN Hundreds of titles available including: Street Fighter Zero 3, Marvel Super Heroes vs. SF, Castlevania X, Vampire Saviour, Three Wonders and many more.
Sega Saturn Console (Jap, white)................ £149.99
Cool Sega Saturn (Two versions available).........£Call

WE ALSO STOCK N64 AND SONY PLAYSTATION IMPORTS
We can order any obscure or back catalogue game of your choice..... Please call.

SEGA SATURN CONVERSION
PLAY ANY GAME FROM ANY TERRITORY AT ANY SPEED - £CALL FOR A PRICE

Telephone/Fax:
01622 871551
9.00am - 6.30pm





NEW AGE CONSOLES LTD
JUST KEEPS GROWING !!!

SALES: 0181 686 1680
TRADE ENQUIRIES CALL MANAGEMENT
ON 0181 686 7700 / FAX 0181 686 0200



(PRICES ARE CORRECT AT THE TIME OF GOING TO PRESS AND ARE SUBJECT TO CHANGE WITHOUT NOTICE)

NINTENDO



N64 HARDWARE

N64 U.K MACHINE (2ND)	£40.00
N64 PAD	£18.00
N64 SCART ADAPTER	£20.00
N64 MEMORY CARD	£8.00
N64 RUMBLE PAK	£10.00
N64 JAP MACHINE	£CALL
N64 U.S MACHINE	£CALL
N64 PASSPORT	£19.00

N64 U.K GAMES

ALLSTAR BASEBALL 2000	£32.99
CASTLEVANIA 64	£32.99
DUKE NUKEM: ZERO HOUR	£33.99
FIFA 99	£31.99
MARIO PARTY	£37.99
MICRO MACHINES 64	£30.99
MYSTICAL NINJA 2	£39.99
PREMIER MANAGER	£CALL
RAYMAN 2	£CALL
SOUTHPARK	£39.99
STAR WARS RACER	£39.99
TUROK 2	£28.99
WORLD DRIVER CHAMPIONSHIP	£CALL

NINTENDO

N64 U.K GAMES cont'd

WWF ATTITUDE	£CALL
ZELDA	£38.99

N64 IMPORT GAMES

CONKERS QUEST	U.S	£CALL
F-ZERO X	JAP	£25.00
GLOVER	U.S	£30.00
GT WORLD TOUR	U.S	£CALL
HYBRID HEAVEN	U.S	£CALL
JETFORCE GEMINI	U.S	£CALL
QUAKE 2	U.S	£CALL
SHADOW MAN	U.S	£CALL
SMASH BROTHERS	U.S	£52.00
SURVIVOR DAY ONE	U.S	£CALL
TOP GEAR OVERDRIVE	U.S	£30.00
WINBACK	U.S	£CALL

PLAYSTATION

PLAYSTATION UK GAMES

DRIVER	£31.99
LOK SOUL REAVER	£CALL
NO FEAR:DOWNHILL BIKING	£CALL
PREMIER MANAGER 99	£29.99
GRAND THEFT AUTO LONDON	£15.99
CARMAGEDDON	£CALL
V RALLY 2	£CALL
STREET FIGHTER 3	£30.99
SYPHON FILTER	£CALL

PLAYSTATION



PLAYSTATION IMPORT GAMES

ALIEN RESSURECTION	U.S	£CALL
ACE COMBAT 3	JAP	£CALL
DINO CRISIS	U.S/JAP	£CALL
GRAN TURISMO 2	JAP	£CALL
RIVAL SCHOOLS 2	JAP	£CALL
SHADOWMAN	U.S	£CALL
SILENT HILL	U.S	£45.00
SYPHON FILTER	U.S	£45.00
LUNAR SILVER STAR	U.S	£CALL
METAL GEAR SOLID INTEGRAL	JAP	£CALL
FINAL FANTASY 8	U.S	£CALL
SAGA FRONTIER 2	U.S	£CALL

PLAYSTATION ACCESSORIES

PSX CHIP	£5.00
PSX ACTION REPLAY	£15.00
PSX SCART LEAD	£5.00
PSX VCD ADAPTER	£50.00
PSX PAL TO NTSC CONVERTER	£14.00
PSX SCORPION GUN	£16.00
PSX COLOUR CASES	£20.00
PSX LASERS	£30.00





ALL NEW DREAMCAST GAMES
......................£48.00

SEGA DREAMCAST
WITH ONE GAME + ONE PAD + STEPDOWN + SCART LEAD
......................£219.00

SEGA DREAMCAST
WITH TWO GAMES + EXTRA PAD + VMS + STEPDOWN + SCARTLEAD
......................£289.00

PLEASE SEND CHEQUES/POSTAL ORDERS TO:
283A HIGH STREET, CROYDON, CRO 1QH
OR VISIT SHOP: 283 HIGH STREET CROYDON

100'S OF 2ND HAND GAMES IN STOCK.
PLEASE CALL FOR PRICE AND AVAILABILITY

PLEASE NOTE: THESE PRICES ARE STRICTLY MAIL ORDER ONLY. GAME PRICES WILL VARY IN THE SHOP.
£1 POSTAL CHARGE PER ITEM







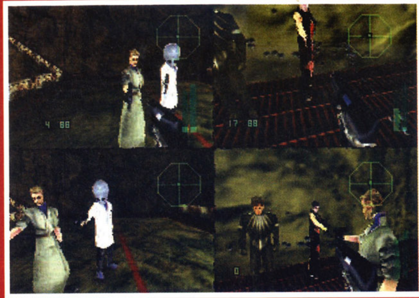


Tel: 0113 230 6007
ニュージェナレーション
NEW GENERATION
CONSOLES
コンソールズ
TEL: 0113 230 6007 or 0113 230 2732
Open: Mon-Sat 10am-7pm, Sun 12pm-5pm.
http://www.newgeneration.demon.co.uk
IMPORT TITLES
PS Driver (UK) £32.99!!
U.S/JAP PLAYSTATION
Ape Escape (JAP)
Carmageddon (US/UK)
Driver (US/UK)
Ehrgeiz (US)
GTA: London (UK)
Silent Hill (US)
Soul Reaver (US)
S.Fighter Zero 3 (JAP/UK)
Syphon Filter (US)
V Rally 2 (UK)
WWF Attitude (US/UK)
V Rally 2
Driver
U.S RPG'S
PLAYSTATION
F. Fantasy Tactics
Jade Cocoon
Legend of Legaia
Lunar: Complete
Parasite Eve
Star Ocean 2
Tales of Destiny
Xenogears
GBoy Pokemon (Red or Blue) IN STOCK!
Pokemon & Pikachu toys from £4.99!!
JAP DREAMCAST
Blue Stinger
Buggy Heat
Expendable
Get Bass & Controller
Giant Gram Wrestling
Highway Battle
House of the Dead 2 & Gun
King of Fighters '99
Marvel Vs Capcom
Power Stone
Sega Rally 2
Sonic Adventure
Soul Calibur
Streetfighter Zero 3
Virtua Fighter 3tb
Highway Battle
Buggy Heat
D.C HOTD2 & Gun £69.99!!
D.C Marvel v Cap £39.99!!
GBoy Pokemon Pinball IN STOCK!
OTHER SYSTEMS
NINTENDO 64
Beetle Adventure Racing (US)
Castlevania (US/UK)
Command & Conquer(US)
Mario Party (US/UK)
Quake 2 (US/UK)
Smash Bros. (US)
Star Wars: Racer (US/UK)
South Park (US/UK)
World Driver Champ (US)
Zelda (US/UK)
SATURN
Magic Knight Rayearth (US)
Marvel Vs S.Fighter (JAP)
Street Fighter Zero 3 (JAP)
New releases arriving on all systems daily - Ring for details - Best deals on part exchange - Many back catalogue titles for all systems - Trade enquiries welcome -
Complete range of hardware for all systems - Next day delivery available - Established 8 years - Visit us at: 3 The Parade, Stonegate Road, Meanwood, Leeds, LS6 4HZ.
Also at: 10 Mill Hill, Leeds, LS1 5DQ. TEL: 0113 234 1116. All copyrights respected. Hello!

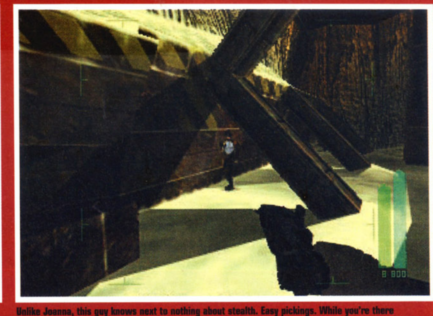

Game GIZmo
For all your console needs
GAME ENHANCER: PLAY ALL YOUR CD'S WITHOUT A MODCHIP - INCLUDES CHEAT CARTRIDGE AND FILM VIEWER.14 DAY MONEY BACK GUARANTEE.
1 YEAR WARRANTY £16.99 P(including next day delivery).
PSX POCKET STATION...BARGAIN PRICE...£19.99
Replacement PSX Laser..£35.00 Dual Shock Pad..£14.99 PSX Official Memory Card..£6.00
240 Block Card..£12.99 480 Block Card..£18.99 VCD Player-watch films on your Playstation!!!..£39.99
Scart Lead with Audio Cables..£3.00 Scart Lead with Guncon Connection..£3.50
PSX NTSC to PAL Converter Box..£15.00 PSX Scorpion Light Gun..£16.99
CALL NOW! - FOR ALL THE LATEST N64 HARDWARE AND GEAR
Dreamcasts in stock! call for the best deal & package
Dreamcast with one game, stepdown with one controller
Loads of games in stock - all leads to play on U.K TV...£249 Loads of games in stock
We will beat any price on our items!!! Free first class delivery on all orders!!!
We also stock the latest imported games and many other items at unbeatable prices call
0181 303 1996
visit our website at www.gameenhancer.co.uk
Cheques and postal orders payable to:
Game Gizmo, PO BOX 8, Belvedere Kent DA17 5ZS
TRADE ENQUIRIES WELCOME!!!


CYBER NET
Video Games Experts
SEGA
PC CD ROM
Dreamcast.
The Best Mail Order Games on the Internet
Tel : 0181-789 7196
MAIL ORDER!
287 PUTNEY BRIDGE ROAD
LONDON SW15 2PT
Visit our web site at : www.cybernet-filmstudio.com
Special Offer!
Buy Any Game and Get 2nd for Half Price
Only one coupon per person valid until end of August 1999. Coupon must be presented at purchase of game.


KART KLUB
Est 1994
BUY-SELL-TRADE
1000'S OF GAMES IN STOCK INCLUDING
UK & IMPORTS
SEGA • MASTERSYSTEM • MEGADRIVE • GAMEGEAR
Nintendo • SUPERNINTENDO • NES • GAMEBOY
13 THE ARCADE: LITTLE WELLINGTON ST, ALDERSHOT, HANTS, GU11 1EE
OPEN 10.00am-6.00pm Mon-Fri / 9.00am - 5.30pm Saturday
(Also at Blackbushe Market, Row M1288 Sunday)
TEL: 01252 34 37 37
PLEASE NOTE: WE HAVE NOW CHANGED PREMISES
FANTASY WORLD Another World
Imports & UK Mail Order Company
Tel: 0498 897770
01782 279294
10 MARKET SQUARE ARCADE, HANLEY, STOKE ON TRENT ST1 1NU
dreamcast in stock now
AIR FORCE DELTA/ ALL JAPAN TOUKEN: RETSUDEN 4/ BUGGY HEAT/ BLUE STINGER/ DIGITAL HORSERACING/ GET BASS FISHING/ GODZILLA HOUSE/ HOUSE OF THE DEAD 2/ KING OF FIGHTERS 99/ MARVEL VS CAPCOM/ PENPEN/ SONIC ADVENTURE/ SPACE GRIFFON/ STREETFIGHTER ZERO 3/ TOKYO HIGHWAY BATTLE/ VIRTUA FIGHTER 3
SONY POCKETSTATION IN STOCK NOW!
GAMEBOY SPECIAL: Pokemon IN RED, GREEN, BLUE, YELLOW PLUS...Pinball and Scrolls/figures IN STOCK NOW!
SPECIAL: Beatmania handheld system IN STOCK NOW!
• JAPANESE WALLSCROLLS (CLOTH) INC. PARASITE EVE • FF7 • GHOST IN SHELL • EVANGELION ETC. • ACTION FIGURES INC.RESIDENT EVIL 1 & 2 • TUROK 2 • CRASH • BANJO • X-MEN VS STREET • ZELDA • MUSIC INC • FF7 • SONIC DREAM • METAL GEAR • XENOGEARS • TACTICS + 100'S MORE
KEYCHAINS INC. TEKKEN, FF7, ZELDA, SEGA, MARVEL, NINTENDO ETC
JAP MAGS IN STOCK FOR DREAMCAST, N64, PLAYSTATION
FANTASY WORLD Another World also trade at:
NOTTINGHAM: 11 MARKET STREET - Tel.0115 948 4122
LEICESTER: 23 SILVER ST - Tel. 0116 251 5266
WOLVERHAMPTON: 23 VICTORIA ST - Tel. 01902 717440
DERBY: 42-43 CASTLEFIELDS, MAINCENTRE - Tel. 01332 206606
www.anotherworld.co.uk
IMPORT PLAYSTATION
• ALL JAPAN PRO WRESTLING KINGS SPIRIT • ATHENA • BLOODY ROAR 2 • BOMBERMAN • CARMAGEDDON 2 • CHOCOBO DUNGEON 2 • CHOCOBO RACING • CYBERBORG (SQUARE) • COTTON ORIGINAL • DEEP FREEZE • DESTREGA • DINO CRISIS • ERETZVAJU • FATAL FURY WILD AMBITION • FINAL FANTASY 8 • FINAL FANTASY ANNIVERSARY COLLECTION • GALLOP RACING 3 • GUN GAGE • GRANDIA • JADE COCOON • JAILBREAKER • KENSAI • KING OF FIGHTERS 98 • LEGEND OF LEGAIA • LEGEND OF MANA • LUNAR SILVER STORY COMPLETE • MARVEL VS STREETFIGHTER EX • METAL GEAR SOLID INTEGRAL • MILITARY MADNESS • OPTION TUNING CAR 2 • OMEGA FORCE • QUAKE 2 • RACING LAGOON • RIDGE RACER TYPE 4 • RISING ZAN: SUMURAI GUNMAN • RIVAL SCHOOLS 2 • SILENT HILL • SAGA FRONTIER 2 • SYPHON FILTER • SOUL REAVER • STAR OCEAN 2 • TALES OF DESTINY • TALES OF PHANTASIA • UNJAMMER LAMMY (PARAPPA 2) • VANDAL HEARTS II • XENOGEARS
SEGA SATURN
• CAPCOM GENERATIONS VOL 1-5 • DUNGEONS & DRAGONS • ERANDOLL • GRANDIA • MEMORIAL • KING OF FIGHTERS COLLECTION -(95,96,97 + RAM) • MAGIC KNIGHT RAY EARTH • MARVEL VS STREETFIGHTER • METAL SLUG (JAP) • POWERDRIFT • RADIANT SILVERGUN • SHINING FORCE 3 SCENARIO 2 • SHINING FORCE 3 SCENARIO 3 • SONIC 3D FLICKY'S ISLAND • STREETFIGHTER ZERO 3 (JAP) • X-MEN VS STREETFIGHTER
NINTENDO 64
• CALIFORNIA DREAMIN • CASTLEVANIA • CONKER 64 • DISNEY'S TETRIS • HYBRID HEAVEN • J. LEAGUE PERFECT STRIKER 2 (JAP) • MARIO PARTY • MARIO GOLF 64 • OGRE BATTLE 3 (JAP) • POKEMON (JAP) • QUAKE 2 • ROGUE SQUADRON • SHADOWGATE • SHADOWGATE 64 (U.S) • SMASH BROTHERS • SNOWBOARD KIDS 2 • SOUTH PARK • TUNKEN ROAD 2 WRESTLING • WWF ATTITUDE (U.S) • ZELDA
GAME MUSIC
• SAGA FRONTIER • PARASITE EVE • TEKKEN 3 • BRAVE FENCER • FINAL FANTASY TACTICS
OVER 100 TITLES IN STOCK
NEOGEO
• BASEBALL • FATAL FURY • HEADSET • KING OF FIGHTERS R-1 • LINK • METAL GEAR SOLID • PUZZLE BOX • SAMURAI SPIRIT • SAMURAI SPIRITS 2 • SOCCER • TENNIS • KING OF FIGHTERS • LAST BLADE
NEO GEO POCKET incl. game £69.99
NEO GEO POCKET colour £99.99

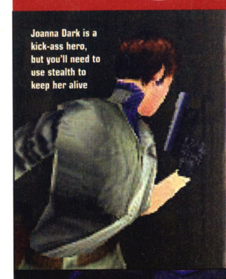


You've got to be crazy hanging around in a cross-fire like this. Of course, this shot is purely so you can appreciate the detail on all the characters in a four-player deathmatch



Unlike Joanna, this guy knows next to nothing about stealth. Easy pickings. While you're there laughing at him, you'll have time to appreciate the ultra-realistic lighting in the game

BOND GETS A



Joanna Dark is a kick-ass hero, but you'll need to use stealth to keep her alive

LATEST UPDATE

FACTS

GAME: **PERFECT DARK**
FORMAT: **NINTENDO 64**
OUT: **NOVEMBER**
PLAYERS: **1-4**
TYPE: **3D SHOOTING**
BY: **RARE**
STATUS: **70% COMPLETE**

By PAUL DAVIES

NINTENDO'S much-loved James Bond game, *Goldeneye 007* is set to take a back seat when Rare release *Perfect Dark*.

The original game based around the Bond film has found its way into almost every Nintendo owners' collection and the new game is likely to do the same. It's reported Rare have taken the best bits from *Goldeneye* and, as they aren't restricted by any movie licence, have been able to take it on to a new level.

YOUR FACE IN THE GAME

Whereas *Goldeneye* followed the plot of the film closely, *Perfect Dark* doesn't have the same restrictions, opening up a whole new exciting world for you to explore. In place of 007 is a new agent, the sultry Joanna Dark who's guaranteed to put players'

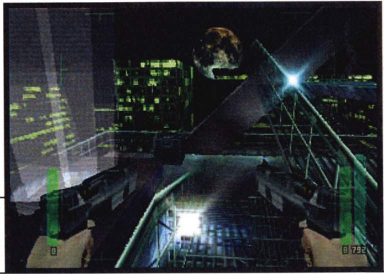
"You can place your own face





This two-player shot is a good example of how Acoustic Shadowing works

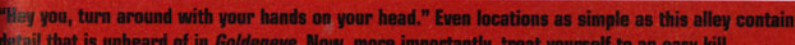




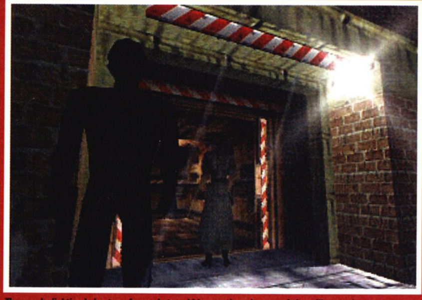
Twin pistols in effect. No wonder there's nobody around to offer a challenge here







"Hey you, turn around with your hands on your head." Even locations as simple as this alley contain detail that is unheard of in *Goldeneye*. Now, more importantly, treat yourself to an easy kill



The spooky lighting helps transform what could be an otherwise run-of-the-mill scene into a moment of suspense. You can almost taste the atmosphere

BEATING

Perfect Dark looks so good you'll soon forget you ever played *Goldeneye*

favourite Lara in the shade. Better still, multiplayer mode in *Perfect Dark* has a unique twist. You can place your own face onto one of the characters.

Use a Game Boy Camera to capture your face, then slap it into the game. You can even adjust the shape of the face and pick which body it goes on.

NEW AND IMPROVED

At the heart of *Perfect Dark* is a completely new game engine. This means locations will have more atmosphere and depth than *Goldeneye* and thanks to a technique called Acoustic Shadowing, the lighting affects are more natural. Also, your enemy's more intelligent so you won't get the same reaction twice.

WEAPONS LIKE YOU WON'T BELIEVE

A futuristic setting for the game means that weapons are fantastic. Star of the show is a specialist weapon called Far Sight. This gives Joanna x-ray vision, allowing her to scan for lurking enemies. Once they're spotted, you can drop them with one lethal pulse of energy.

GREY ISN'T DULL

You may have seen early shots of *Perfect Dark* featuring Greys, the now classic aliens. At one stage Joanna helps the Greys out of trouble. In return the Greys team up with Joanna to help solve the ultimate mystery.

You can instruct four Greys to work with Joanna as a team. They provide cover or move on ahead to take out potential threats. They can be used in other ways too, but Nintendo are keeping these a secret for now.

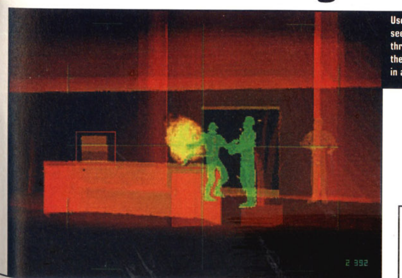
ULTIMATE DEATHMATCH

The multiplayer games are awesome. Far Sight means anyone hiding, taking cheap shots will be see straight away. You can also enlist the help of a Grey, meaning there can be up to eight players in the arena at once.

WE RECKON

What we've talked about here is the tip of the iceberg. When *Perfect Dark* hits the stores lots of N64s will go to new homes. It's a guaranteed hit, for sure.

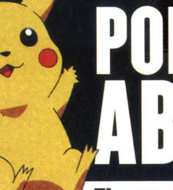
onto one of the game characters"



Use Far Sight to see enemies through walls, then drop them in an instant



Rocket launchers have nuclear capabilities – no survivors from a blast like this



POKEMON FEVER ABOUT TO HIT

FACTS	
GAME:	POKEMON
FORMAT:	GAME BOY
OUT:	SEPTEMBER
PLAYERS:	1-2
TYPE:	BATTLE/TRADE
BY:	NINTENDO
STATUS:	100% COMPLETE

The world's biggest phenomenon in games is set to sweep the UK

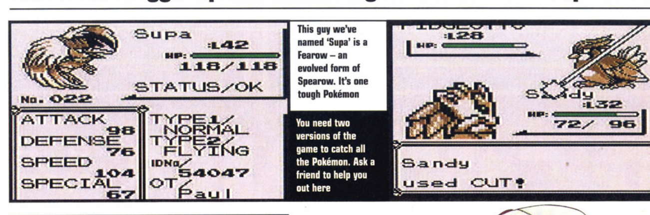
By PAUL DAVIES

HAVING ALREADY consumed Japan and the US, so far accounting for 15 million copies of the game sold, *Pokémon* is due to be released in the UK in August. The perfect game for Game Boy, it's a fun adventure for one, or an outstanding trade and battle game for two players.

While the cute characters will attract younger players, the concept is cool enough for anyone to enjoy: catch 150 different types of Pokémon (aka Pocket Monsters) as you travel to the land to become champion of the Pokémon League.

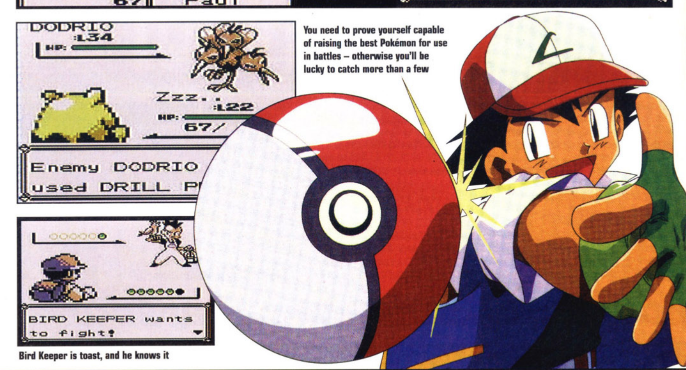
We describe *Pokémon* as a mixture of *Zelda* and *Magic The Gathering*-style 'Collectible Card Games'. The quest part of the game involves meeting people and performing tasks for them. When two Pokémon fight, which accounts for over half the time playing, *Pokémon* takes on a menu-driven style of play. You also need to trade Pokémon, if you want to 'Catch 'em All'.

Before you know it, we guarantee you'll be surrounded by Poké-maniacs. Sure the cartoon series (Sky One) is tough to stomach if you're older than eight, but we stand by the game. It's great. *Computer and Video Games* will help you become a top *Pokémon* trainer. Check back with us next month for more exclusive details.



This guy we've named 'Supa' is a Fearow – an evolved form of Spearow. It's one tough Pokémon

You need two versions of the game to catch all the Pokémon. Ask a friend to help you out here

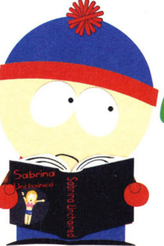


You need to prove yourself capable of raising the best Pokémon for use in battles – otherwise you'll be lucky to catch more than a few

Bird Keeper is toast, and he knows it

HOT SERVING FROM THE SOUTH PARK CHEF







By PAUL DAVIES

IF YOU'VE got the stomach for another South Park game, here's one with a different flavour. The *Chef's Luv Shack* quiz game is your chance to prove you know everything there is to know about South Park. A good thing for some.

Naturally, you'll be required to answer a bunch of South Park related questions. However, the stakes are raised by a number of mini games, with titles like *Spank the Monkey*, and *Asses in Space*.

Needless to say, *Chef's Luv Shack* is recommended for [im] mature audiences only. Look out for it this autumn.

VROOM FOR ONE MORE



Use your time in the pits wisely if you want to maintain the lead

By PAUL DAVIES

ALTHOUGH *Formula One '98* failed on PlayStation, there are fresh hopes for *F1'99*, due to arrive in the shops in November.

The first improvement in *F1'99* is the artificial intelligence of other drivers. Advances have been made so these guys will even be able to race at the all-new Malaysian circuit in Sepang. It's fair to say that *F1'99* seems fine-tuned to take the lead.



Cars look more convincing, and handle more realistically than any of the F1 games



Revise your driving skills using the replay option. Or sit there, brain dead, saying: 'phwoar, luvly graphics innit' And you'd be right too

OLD SKOOL OF HARD KNOCKS

Buying *Dreamcast*? Start saving for this game now

FACTS

GAME:	SOUL FIGHTER
FORMAT:	DREAMCAST/PC
OUT:	SEPTEMBER
PLAYERS:	1
TYPE:	FIGHTING
BY:	PIGGY BACK
STATUS:	80% COMPLETE

By PAUL DAVIES

YOU GET to choose from three characters of varying strength and speed, all armed with blades. Basic attacks can be extended with combination moves, and there's magic to target many enemies at once in case of emergency.

It's a classic concept yet the wide choice of routes through the game should extend its appeal. *Soul Fighter* is to be released close to the UK launch of Dreamcast. A PC version is also underway, and there's even talk of it on PlayStation 2. We'll have more information for you next issue.



There are some neat touches, such as spinning windmill rotors



The big guy lets loose with his club



STAR WARS SECRET GAME REVEALED

FIRST EVER DETAILS

By PAUL DAVIES

SHOCK NEWS for Star Wars fans of the best possible kind, there's another *Episode One* game in addition to *Racer* and *Phantom Menace*.

It's called *Obi-Wan*, planned to be a Dark Forces-style adventure using the *Quake* 3 engine (Scoop! Issue 213). News and confirmed details are really sparse at the moment, beyond knowing the game exists. No screenshots have been seen, and are unlikely to until *Phantom Menace* has been on sale for a while. We predict *Obi-Wan* will become the definitive Episode One game when it's released. Unfortunately this won't be until next year.

Rumours

Too hot not to print

- The new *Track and Field* is already underway for PlayStation, with at least three new events: springboard, weight lifting, and canoeing.
- **Look out for the intro to *Metal Gear: Integral*. It has been created using PlayStation 2. It was then digitised as Full Motion Video.**
- 80's sci-fi schlock *Battlestar Galactica* could be reborn as a space trading and battle game later this year through Fox Interactive.
- **Dreamcast has been reduced to 19,800 yen in Japan (approximately £100). But don't expect this to make a difference to the UK price.**
- The flagship game for Dreamcast in Japan, *Shen Mu*, has been delayed again. This time until October. It was originally due in August.
- ***Final Fantasy IX* will be released on PlayStation, not PlayStation 2. It's expected to go on sale Spring 2000 in Japan.**
- *Tomb Raider IV* will feature Lara as a little girl, similar to *Legend of Zelda* on N64. Watch out for the sexy new girl who will be sharing the spotlight.
- **On 6th June thousands of UK Internet Users stayed offline to protest against metered calls. MPs are discussing the issues involved.**
- It looks less likely that Digital TV will lead the internet revolution. Last month BSB and Ondigital couldn't give their set-top boxes away.
- **The arcade business in Japan is suffering, with over 100 Game Centres closing nationwide. Scary news for arcade operators worldwide.**
- An improved version of PocketStation, the personal digital assistant/memory PlayStation card, is being developed for Western release.
- **A new Turok, *Rage Wars*, is currently in development for N64. The main focus is on the deathmatches and the return of a Training Mode.**
- It's unlikely that Nintendo or Sony will meet the Xmas 2000 deadline for their new systems. The production lines just don't exist.

computer and video
GAMES
Staff

EDITOR: Matthew Howell
EDITOR AT LARGE: Paul Davies
ART EDITOR: Nicola Chubb
ACTING DEPUTY ART EDITOR: Tony Cormack
DESIGNER: Dan Payne
SENIOR WRITER: Ed Lomas
SENIOR WRITER: Steve Key
STAFF WRITER: Alex Huhtala
CONTRIBUTORS: Matt Barnes, Gus Gregory, Dean Scott

EDITORIAL ADDRESS:
Angel House,
338-346 Goswell Road,
London
EC1V 7QP

Editorial Tel: 0171-972 6700
Editorial fax: 0171-972 6755
Advertising Tel:
0171-880 7415 (mail order)
0171-880 7416 (software)
0171-880 7404 (consumer ads)
Advertising fax: 0171-880 7443

PUBLISHING DIRECTOR: Harry Attrill
CONSUMER AD DIRECTOR: Karen Munro
BRAND MANAGER: Gil Garagnon
CONSUMER SALES MANAGER: Elaine Traynor
SOFTWARE ACCOUNT MANAGER: Penny Humphrey
GROUP PRODUCTION MANAGER: Emma Minford
ADVERTISING PRODUCTION: Natasha George
TECHNICAL SUPPORT: Paul Williams, Rob McBride

SUBSCRIPTION RATES
12 ISSUES UK: £18.00
AIRMAIL EUROPE: £33.00
AIRMAIL WORLD: £53.00 (includes postage and packing)

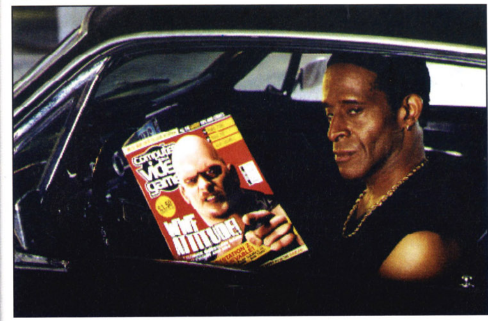
SUBSCRIPTION ENQUIRIES TEL:
01858 438 825 (9.30-5.30 Mon-Fri)

PRINTED IN THE UK BY: Southern Print, Poole
DISTRIBUTED BY: Frontline



FOLLOW THE BEAR

Huggy Bear stars in the new TV advert for *Driver* By STEVE KEY



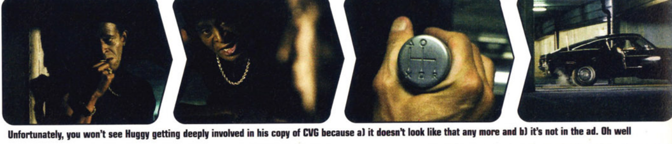
STARSKY and Hutch's man with the word on the street hits your TV screens once more time, as Antonio Fagas (AKA Huggy Bear) stars in the new *Driver* advert.

HOW COOL?

The ad is set in an underground car park in the 70's, opening with Huggy strolling over suspiciously to a black Ford Mustang where he chats to the driver. You then get a close up of the gearstick which has the four PlayStation symbols on it. Finally, the ad shifts to some cool game footage where you see a huge car chase and cars jumping over bridges.

TIME TO RELAX

Check the ad out for yourself on Channel 4 and 5, as well as Sky Sports and Sky One.



Unfortunately, you won't see Huggy getting deeply involved in his copy of CVG because a) it doesn't look like that any more and b) it's not in the ad. Oh well

DIE HARD IS BACK IN TOWN

John McClane returns in another all action, blow-up-everything-you-see adventure

This is the third person perspective style of game, and as you can see John McClean has had the benefit of a makeover. At least he looks more human than the sticklebrick man from the first outing

FACTS

GAME:	**DIE HARD TRILOGY 2**
FORMAT:	**PLAYSTATION/PC**
OUT:	**WINTER '99**
PLAYERS:	**1-2**
TYPE:	**ACTION ADVENTURE**
BY:	**FOX INTERACTIVE**
STATUS:	**50% COMPLETE**

FIRST LOOK

By STEVE KEY

AFTER the phenomenal success of the original game, the white vest returns for a new title. The game's set in Las Vegas with the token criminals attempting to wipe the city out. Guess who happens to be in town?

THREE GAMES IN ONE

The old motto 'if it ain't broke, don't fix it' comes into play here as the games offers the three styles of gameplay that made the original so popular. You can play them in two styles, too. The movie mode links together the third-person *Tomb Raider* style gameplay with the driving and light gun sections. Or you can play arcade mode and flick between the three at will.

VIVA LAS VEGAS!

Vegas is recreated properly, so the neon casinos and hotels along the strip and surrounding desert are all here. Also, because the game has three different styles of play, you'll be able to use all manner of wheels, analogue pads and light guns to make the experience even more realistic.

WE RECKON

With no film to release the game on the back of, we don't know how well it will sell. If it plays like the original, *Die Hard Trilogy 2* should be a big hit.



Everything looks a lot smoother in *FIFA 2000*, and much more effort has gone into the celebrations. But does that mean it'll play any better? That's the main thing

FA Premier League Stars has everything from the real league, right down to the sponsors on the shirts and the advertising hordings

FIFA GOES FOR THE DOUBLE

***FIFA* producers land Premier League licence and announce a new game for 2000**

FACTS

GAME: **FA PREMIER LEAGUE STARS/FIFA 2000**
FORMAT: **PLAYSTATION/PC**
OUT: **AUG/NOV**
PLAYERS: **1-8**
TYPE: **FOOTBALL**
BY: **EA**
STATUS: **80%/40% COMPLETE**

NEW SCREENSHOTS

By STEVE KEY

ELECTRONIC Arts, the company behind the massive-selling *FIFA* series, is to march on stronger than ever with two new titles due out in the coming months.

First will be *FA Premier League Stars*. As it's been developed in Britain, the game will have all the passion, energy and pure adrenalin that comes with the Premier League. In the game you'll get all of the official stadiums, kits, sponsors and player names.

STARS IN THEIR EYES

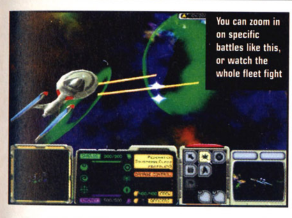
The way this game differs from previous *FIFA* outings is after every game you're awarded stars. Man of the match, goals, clean sheets – can all give you stars. You can use the stars to bump up the attributes of your players, or use them as money for transferring them. All this can be saved onto a memory card and taken round to a mate's, so your custom Southampton can take on the mighty Everton.

FIFA 2000

THIS is the very first pic of *FIFA 2000* you'll see anywhere. The major difference is the season now runs in a complete form, so the cups are intertwined with the league to make a season. There are up-to-date rosters for 15 leagues from around the world, as well as national teams too. Season mode means you can be relegated or promoted, plus qualify for Europe. Animations have been improved, and you now get mid-air collisions, shoulder charges and players jostling for possession.

WE RECKON

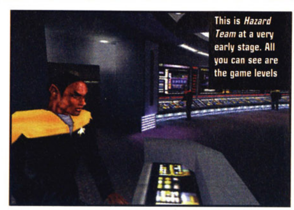
***Premier League* will be huge, coinciding with the new football season and *FIFA 2000* is bound to continue EA's domination. You, or someone you know, will be playing them soon.**



You can zoom in on specific battles like this, or watch the whole fleet fight



Insurrection is a third-person game and is set after the events of the film



This is *Hazard Team* at a very early stage. All you can see are the game levels

RETURN OF THE ENTERPRISE

Captain's log, stardate E3 1999. Trekkies get a trio of new PC titles to drool over By STEVE KEY

THERE ARE to be three new Star Trek titles released, to satisfy the demands from the wide variety of game players the cult series and movies have attracted. *Star Trek: Voyager – Hazard Team* is a first-person shooter, *Star Trek Armada* is a real-time strategy game featuring the team from the Next Generation series. Finally, there is *Star Trek Insurrection*, a game based on the film released in 1998. You even get to do the Spock Nerve Pinch.

HAZARD TEAM

The first game based on the Voyager licence goes for a corridor style to try and entice the punters. The early screenshots don't give much away. Although little is known, we've found out phasers and other weapons from the show are going to be there, plus most of the well known locations.

ARMADA

More information has been released on *Armada*. It's similar to *Command and Conquer* but is set in space.

You set up Federation, Romulan, Klingon and Borg fleets and fight the remaining clans for control of the universe. In your quest you must construct and command over 30 starships, space stations and repair facilities to make your empire. Don't forget to take into account the various space environments, like wormholes or asteroids.

This appears the most complete of the three new games and should, with a bit of luck, be in the shops by the end of the year.

INSURRECTION

The game is set one year after the film of the same name, and you have control of a graduate ensign assigned to Captain Picard.

Each level takes the form of orders from the bald one, which you have to carry out to thwart any Romulan plans to cripple the Federation. One very cool thing about *Insurrection* is that one of your weapons is the Vulcan Nerve pinch, so you can 'do a Spock' on enemies. Totally knock-out and dead cool.

WE RECKON

***Hazard Team* has potential to follow on from *Klingon: Honour Guard* to be the premier Star Trek first person game. On paper, at least, the other two look as though they could be decent games.**



The trails are different colours to identify the teams. It makes it easier for you to target the rival team as you speed along



RETURN OF THE ORIGINAL

By PAUL DAVIES

FACTS

GAME: **WIPEOUT 3**
FORMAT: **PLAYSTATION**
OUT: **SEPTEMBER**
PLAYERS: **1-2**
TYPE: **FUTURE RACING**
BY: **PSYGNOSIS**
STATUS: **90% COMPLETE**

THE GAME that defined PlayStation cool is back. Pretty soon we'll have a *Wipeout* trilogy on our hands. With the last one improving dramatically on the original, this is where the series could really take off.

We're looking to *Wipeout 3* to show the way forward for PlayStation, the same as the original did in 1995. With a number of exciting developments, things are certainly hotting up.

For the first time on PlayStation you'll be able to fly the futuristic craft using your Dual Shock pad. This means you'll glide smoothly around the circuits using analogue control and feel the effects of weapons used against you. Everything will look sharper too, with the entire game in PlayStation's high-resolution mode.

We're guaranteed everything and more than the previous games. You can decide if the extras will make this game concept worthy a third time.

EVERYONE CAN BE A HERO

We doubt there are many people who have yet to experience a *Wipeout* game. But for the benefit of everyone – including the pros – the new game features a more scientific learning curve. It's tougher at the top but everyone is eased in more gently.

MY OTHER CAR'S A GOTEKI

Three new ships, in addition to the original five in *Wipeout 2097*, are yours to master. These don't just look different, they handle in extreme ways too.

In the previous games there are subtle differences, mainly to do with top speed and torque. But the new ships are much taller now, or narrower, creating a new feel altogether. It's now much more about balance as you blast along the high-speed racetracks.

BOOM FARF FIZZLE PRANG

Eliminating your opponents is a key aspect of *Wipeout* – especially if you want to beat the tougher leagues. There are now seven new weapons to toy around with, plus five of the best imported from *Wipeout 2097*. Unfortunately you'll have to wait another month before we can reveal what these new weapons are. Not our fault, by the way, everything's being kept a secret, you see.

FRICTION BETWEEN FRIENDS

One way to see if your PlayStation is as hot as you hoped is the new *Wipeout* two-player option. You can compete against a friend, splitting the screen vertically or horizontally, in a straightforward Challenge race or in a serious Death Match. It's a shame this game isn't going to appear on PC – eight-player races would be absolutely awesome.

STYLE AT THE SPEED OF SOUND

Credibility with the style crowd is essential to the *Wipeout* experience. The previous games had soundtracks that include music by Prodigy and the Chemical Brothers. This time we find Sasha's name down for Musical Director, overseeing around ten new licensed tracks. You'll notice that The Designers Republic has designed new logos and art for the project. This is *Wipeout* alright.

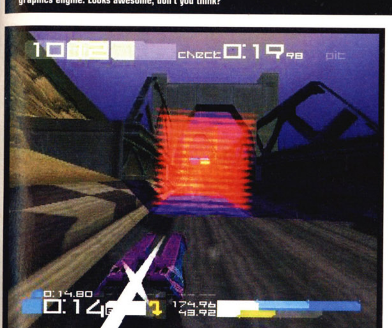
We Reckon

Looks like we could have the ultimate *Wipeout* experience on our hands. With the original buzz, plus extras to ensure extended play, we're hopeful this will round off the trilogy very nicely indeed.



These new ships are almost cigar-shaped. Expect them to be superb along straights, but tricky on corners

You can see for miles ahead and pick out roadside detail, thanks to the clarity of the new graphics engine. Looks awesome, don't you think?





ROCKET FUELLED RACER





There's a stronger feeling of being in a race in *Wipeout 3*. How do you fancy your chances here?

computer and video GAMES

IS DREAMCAST BETTER THAN YOUR PLAYSTATION?

In a matter of weeks you'll be able to buy Sega's new console. We've got loads of you to play it now and decide. Your verdict is in Issue 214

THE MOST EXCITING THING IN YEARS

Online gaming is the future and you can play it today. Don't miss out, we have everything you need



THE BIGGEST GAME COMES TO NINTENDO

Quake 2 on N64 – have your own four-player fragfest



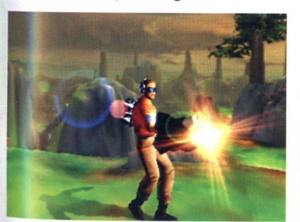
ULTIMATE ONLINE ADVENTURE

Does *Everquest* deliver the gaming goods?



GAME BOY COLOR

R-Type and all the hottest releases reviewed. Read before you hand over your cash



OUTCAST

It's been a long time coming – find out if it was worth the wait



OMEGA BOOST

Jet-pack around space, blowing the life out of everything



BUGS BUNNY

Better than *Crash Bandicoot*? Could be...

PLUS: TURN OVER FOR ANOTHER computer and video GAMES FIRST